



FLAT DISPLAY TECHNOLOGY CORPORATION

Smart Graphic Module

Easy Graphic Arranger USER MANUAL



Smart Graphic Module

Introduction

In order to use the smart Graphic Module more easily for engineer, we provide application program of Easy Graphic arranger. You can fix up the operation interface of graphics on editor to save a lot of Try and Errors.

Easy Graphic Arranger provides the way for engineer's different projects. It includes loading and conversion of image, memory detection, layout of multiple-page graphic and processing of dynamic & static graphic. Besides, it also can output Uart command and data information and offers easy function to set up picture library by different langue. It could increase effective efficiency from above function.



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Chapter 1. Installation of Easy Graphic Arranger program

1. Hardware requirement :

- (1) CPU as Pentium III or higher
- (2) Memory of above 512MB
- (3) Hard disk of above 1GB
- (5) CD-ROM
- (6) Screen resolution of above 800x600 (Recommend: 1024x768)
- (7) Windows XP 32 bit OS

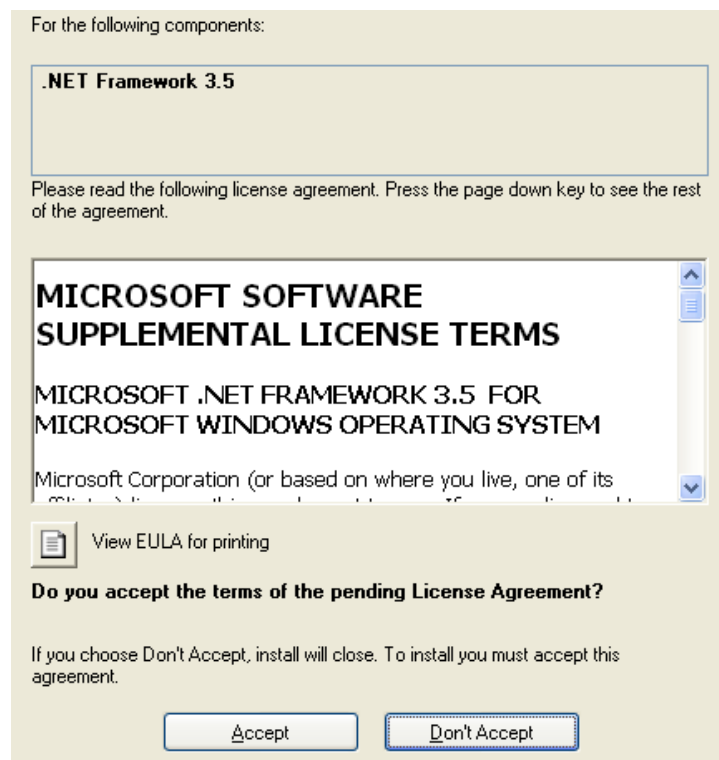
2. Install Easy Graphic Arranger:

Click “setup.exe” to enter installation window from CD-ROM disk via path of \Tools(software)\Easy Graphic Arranger

Note:

- (1) If user's computer hasn't been installed Framework or had been with old version, user should install from 1 to 9 steps.
- (2) If new version Framework had been installed or just to update the Easy Graphic Arranger, user could skip step 1 to 3 and start from 4 steps.

Step 1 : Click “Accept”





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Step 2 : Figure A and B will show on the screen at the same time of first installation.

Figure A

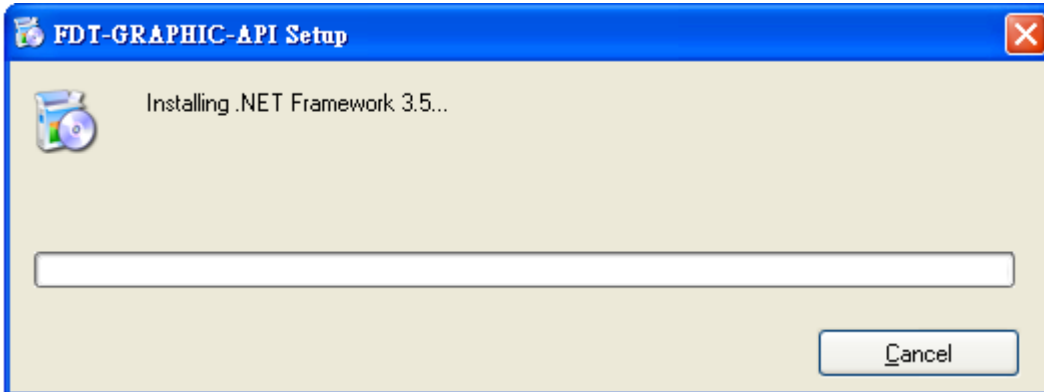
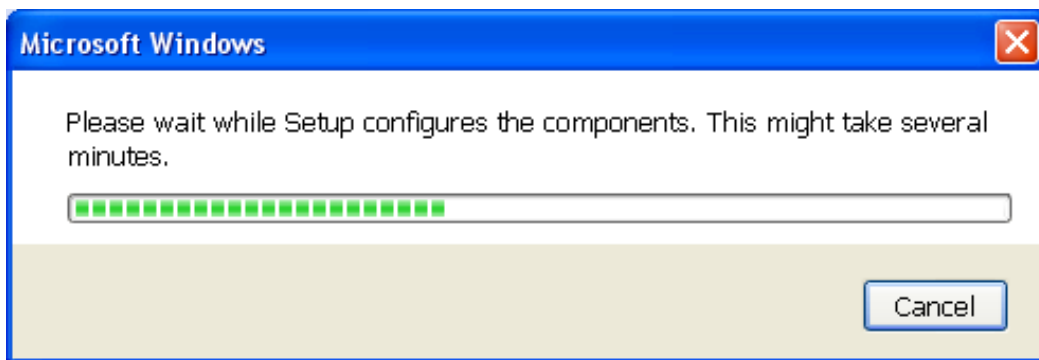
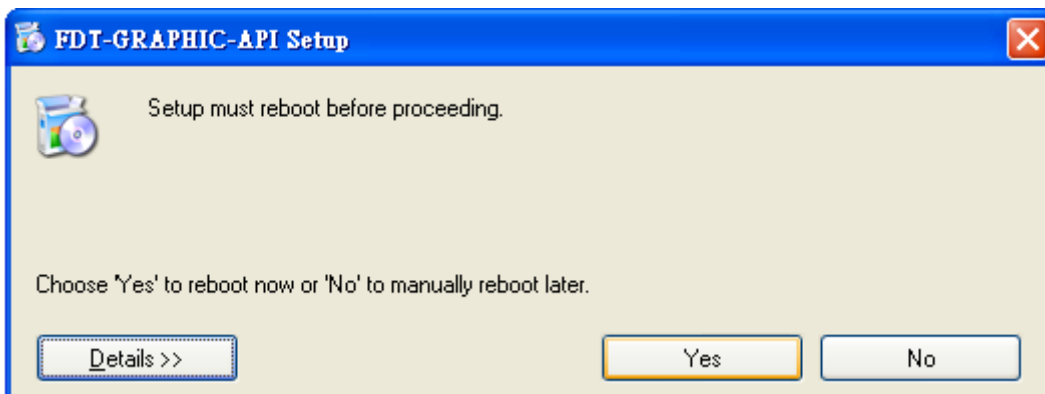


Figure B



Step 3 : Choose Yes or No to reboot before installation. We would like to recommend as "Yes".

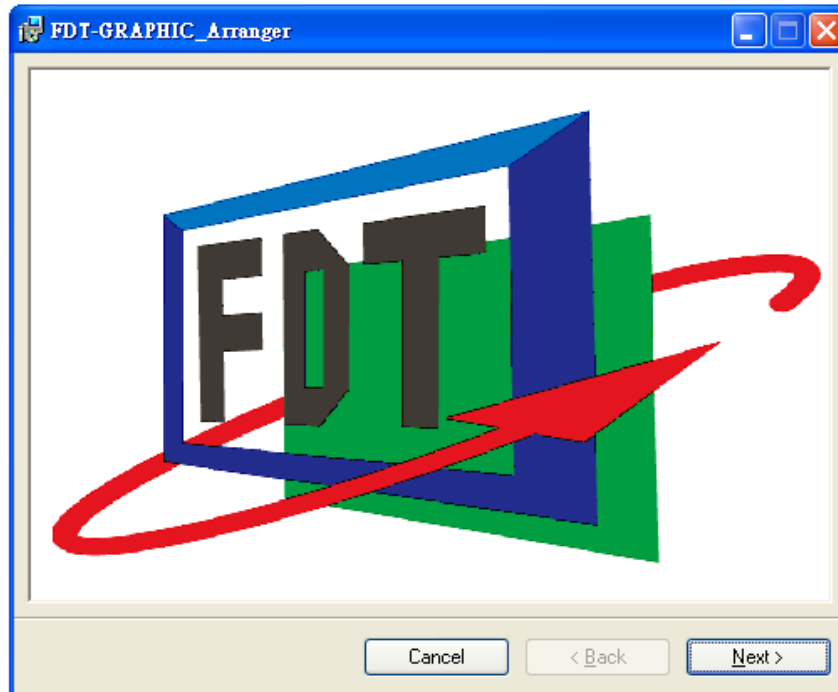


Your computer will reboot after clicking "Yes".



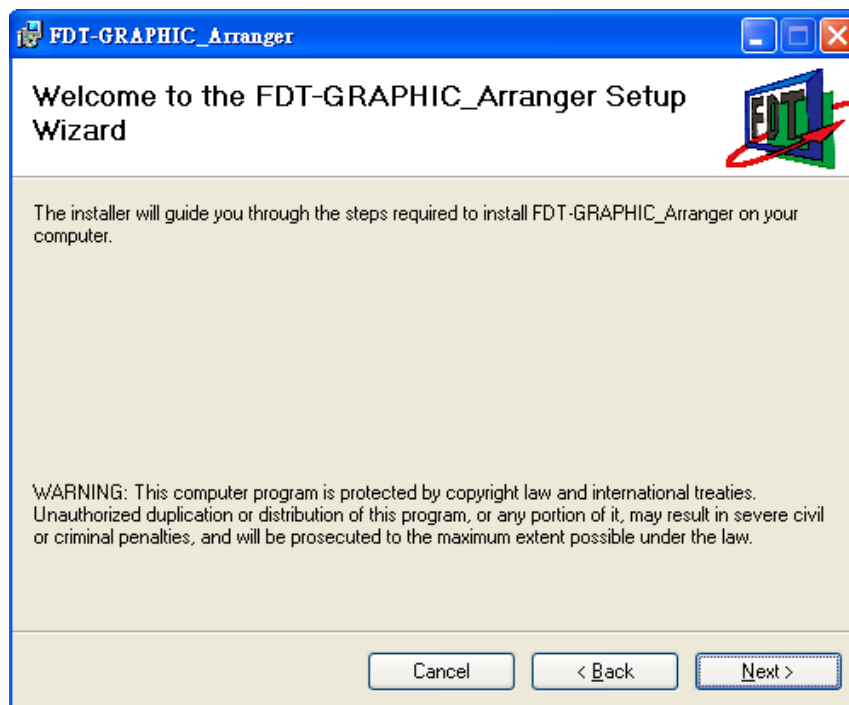
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Step 4: Click FDT-GRAPHIC.msi to start installation from disk via path of \Tools(software)\Easy Graphic Arranger



Click “Next” to next step

Step 5 : To install Arranger program into your computer



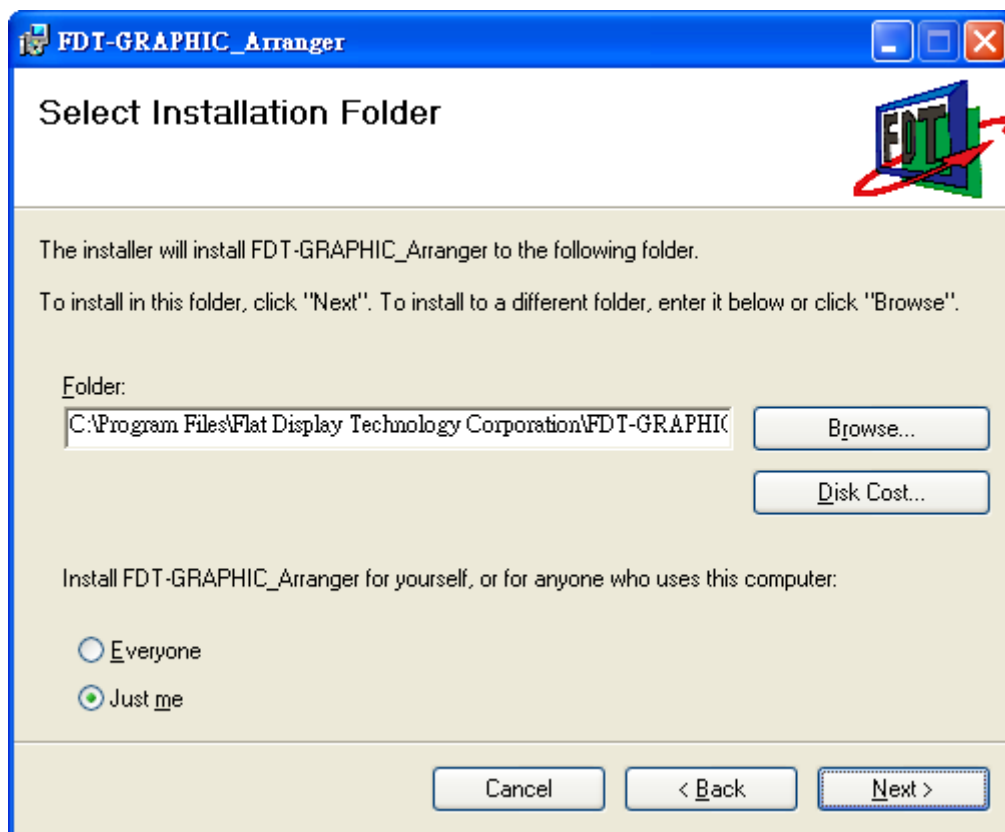
Click “Next” to next step



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Step 6 :

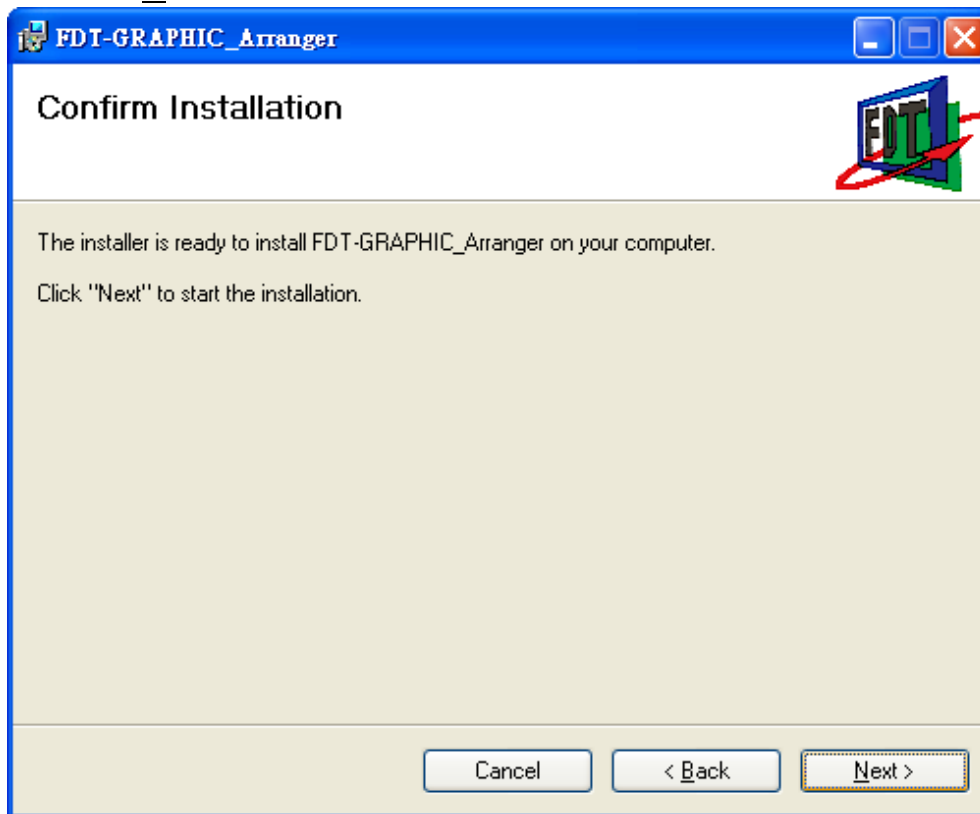
- (1) click “Browse ” to select installation path
- (2) click “Disk Cost” to check remaining capacity of hard disk
- (3) Authority : 「 Everyone 」 -for every user , 「 Just me 」 -only for you (recommend)
- (4) Click “Next” to next step



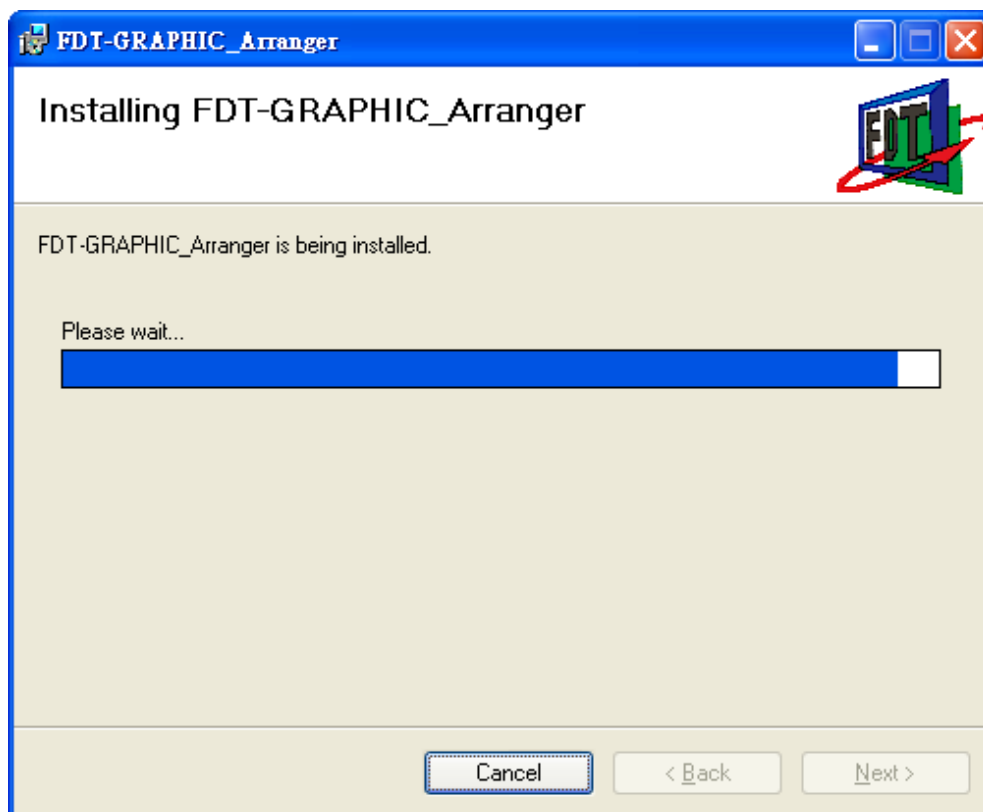


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Step 7 : click “Next” start installation.



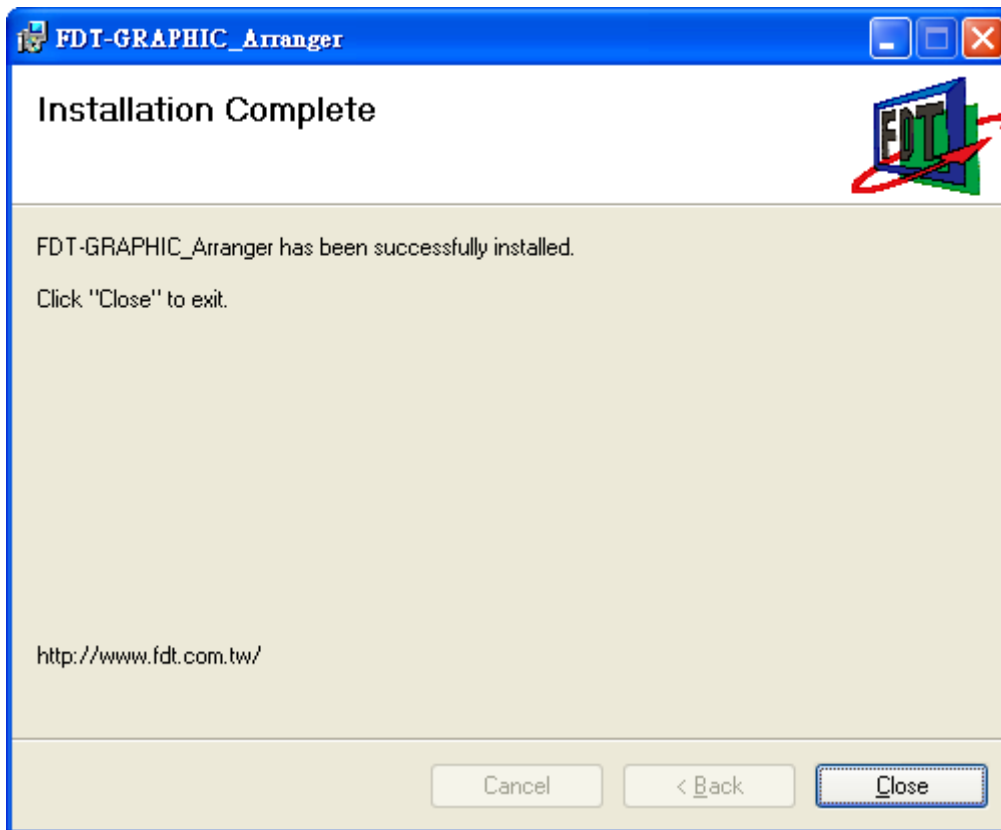
Step 8 : Installing Easy Graphic Arranger





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Step 9 : Installation completes. Click “Close” to exit.

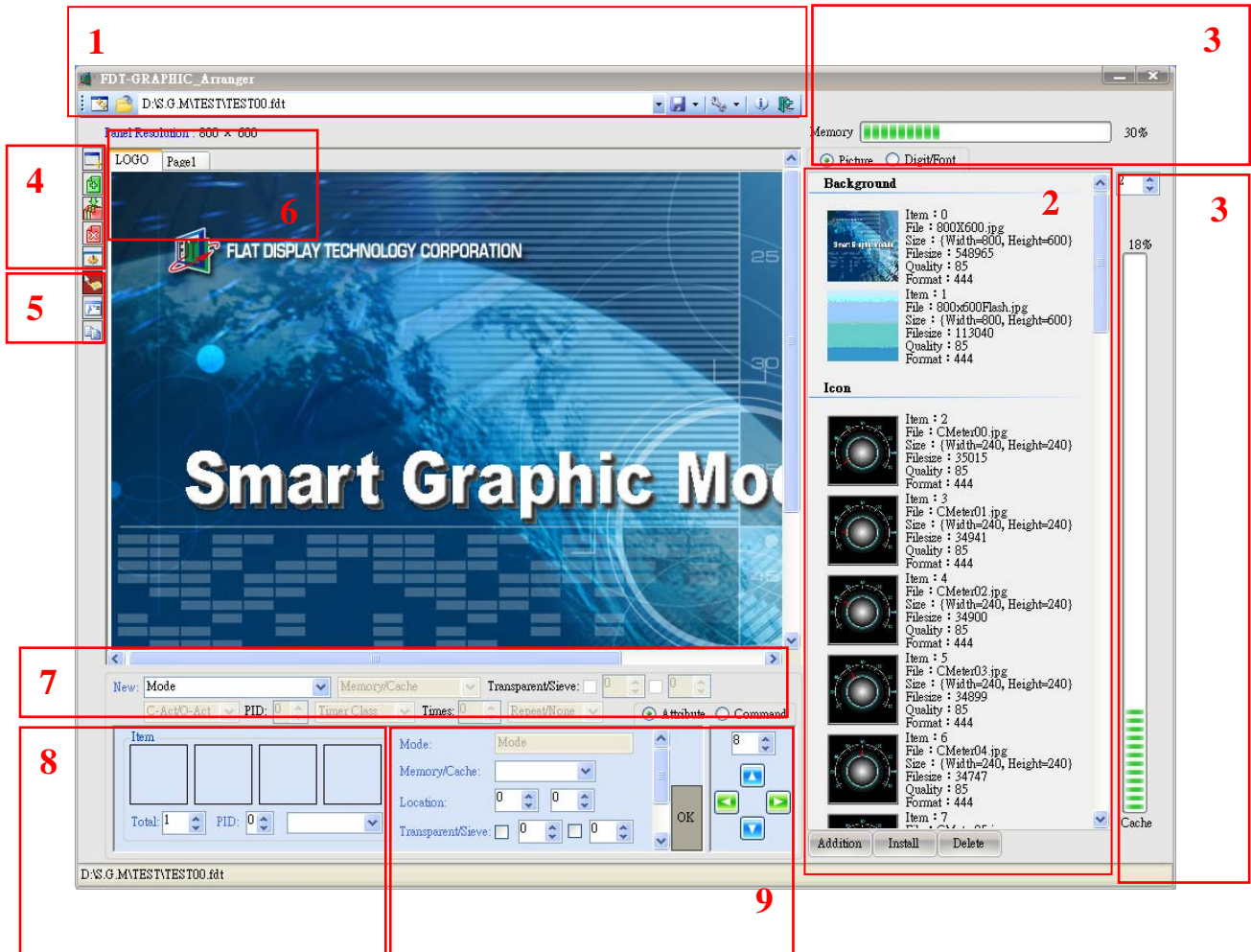




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Chapter 2 Introduction of user interface

1. Whole function area overview



(1)Project manager

(3)Memory status information

(5)UART function tool bar

(7)Picture type and attribute area

(9)Picture effect modification

(2) Pictures area

(4) Edit page tool bar

(6) Bookmaker & page edit area

(8) Picture status window

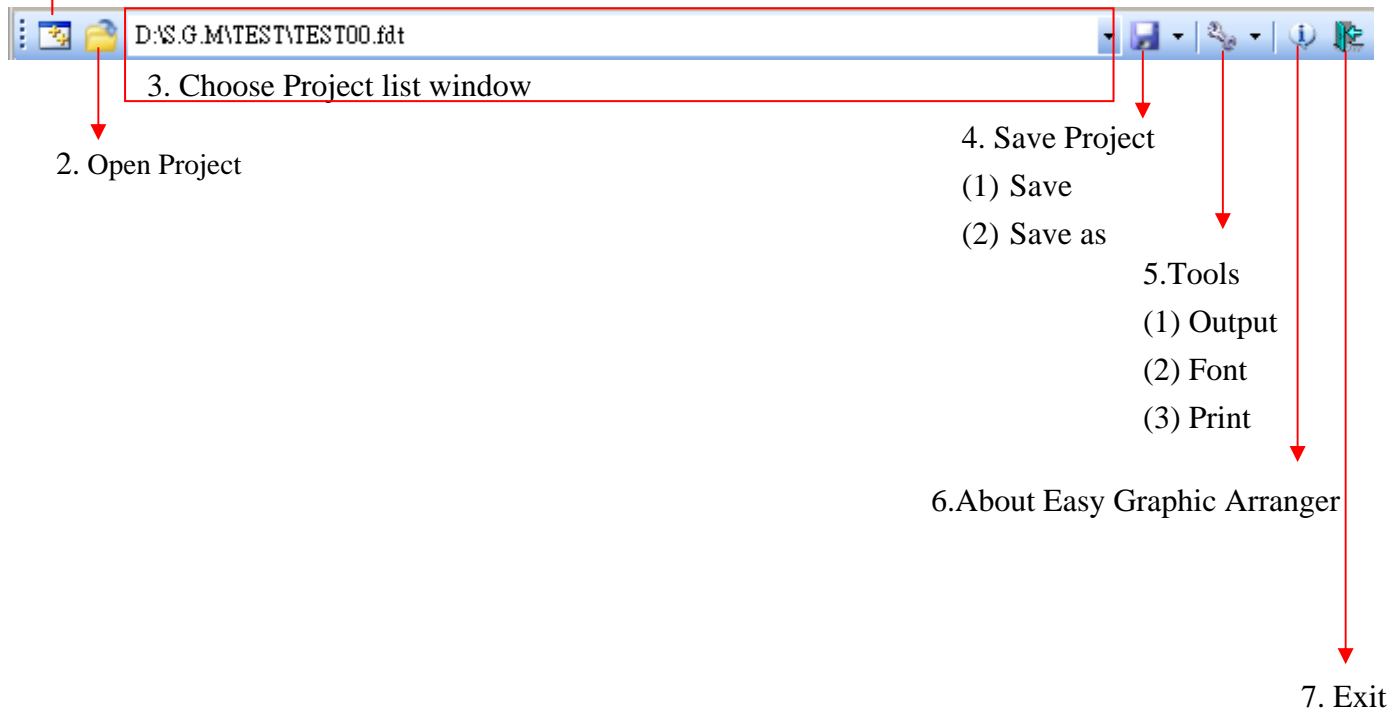


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2. Introduction of function for each area

(1) Project manager

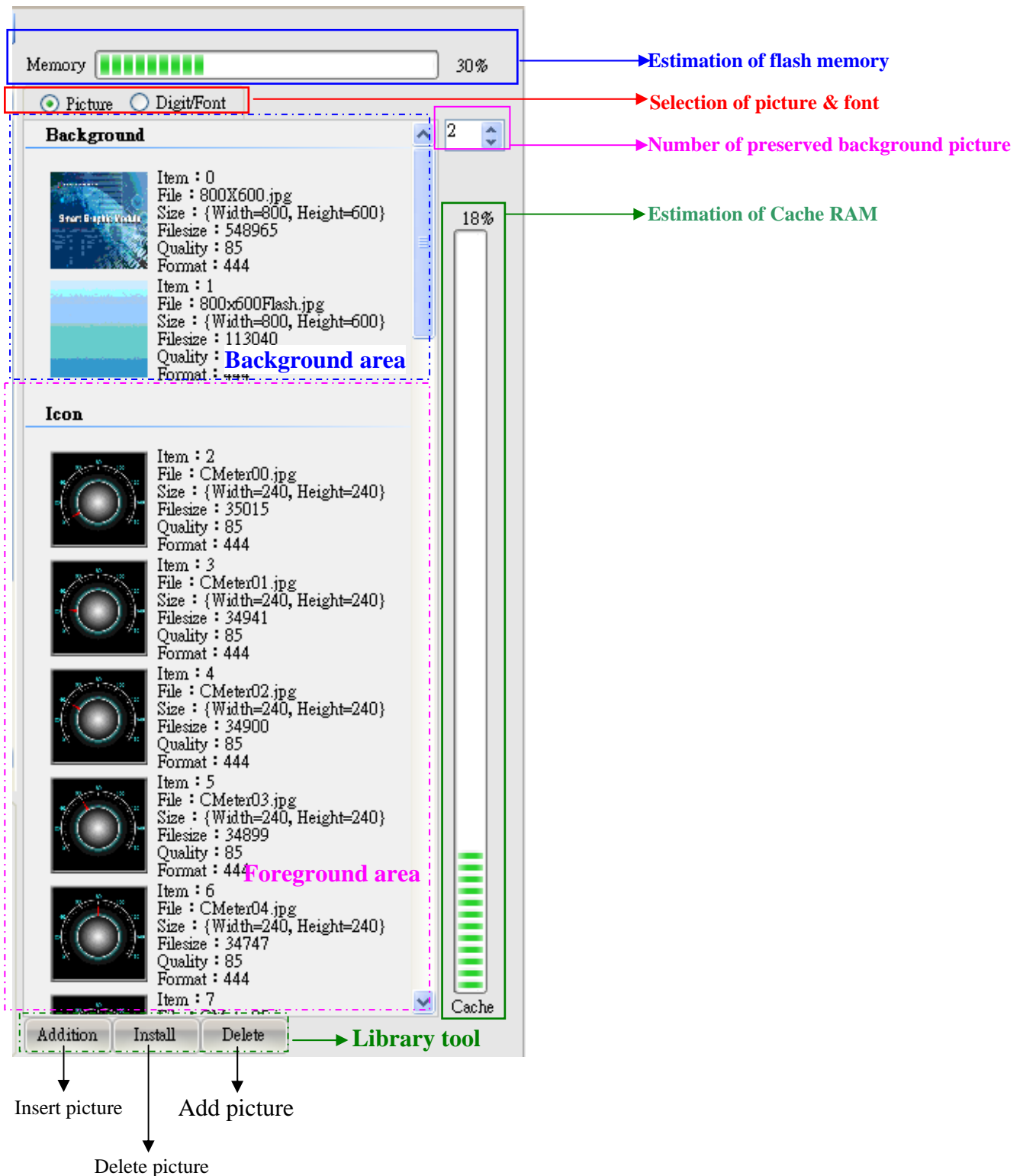
1. Create a new Project





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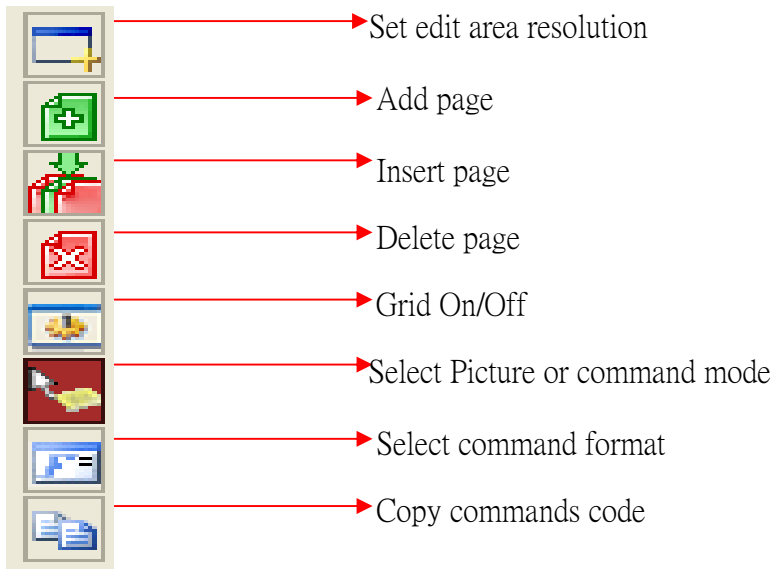
(2) Show pictures window and memory status



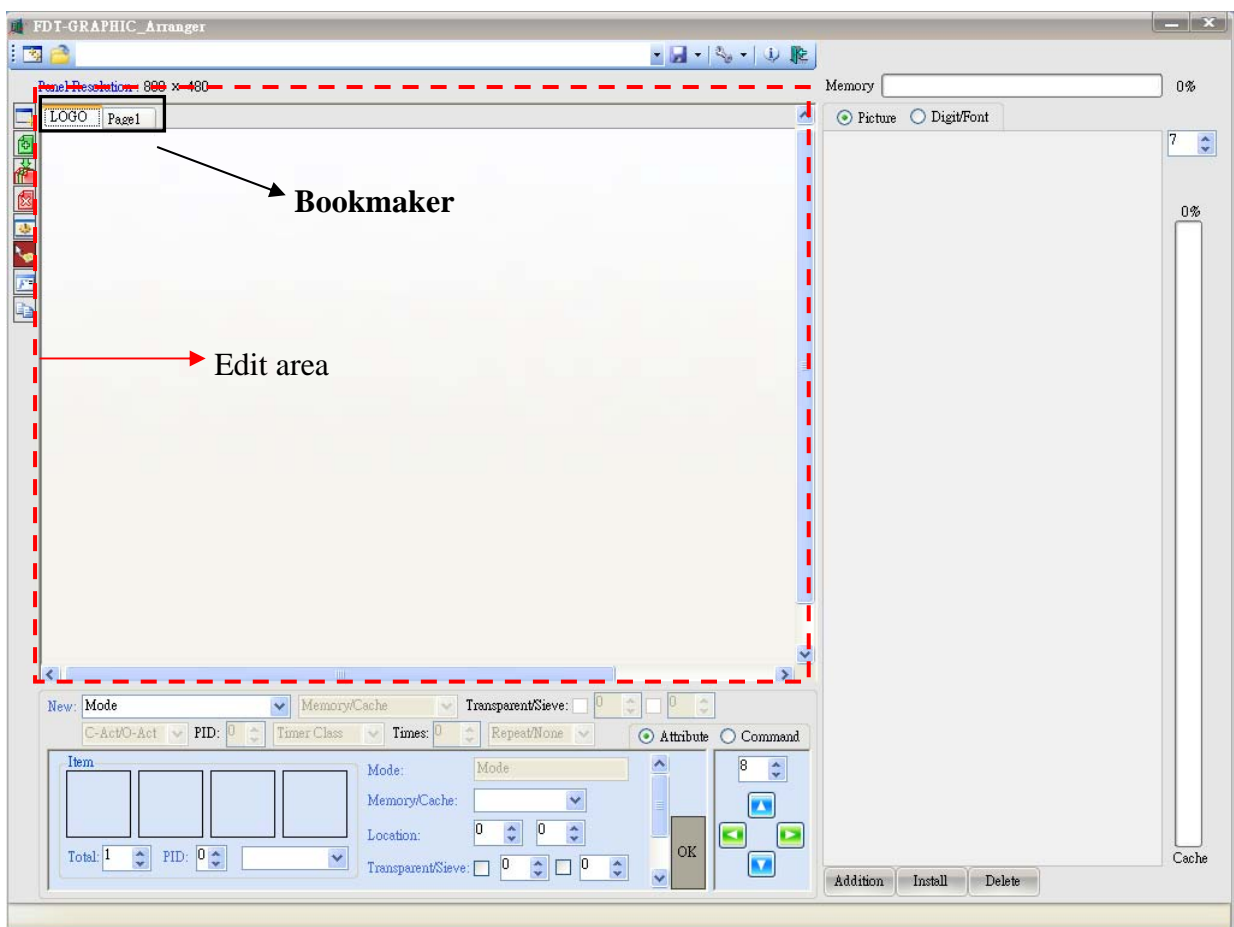


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(3) Edit and UART function bar



(4) Bookmaker and page edit area





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(5) Picture Attribute tool box



1. Picture mode

- ◆ Mode1(Single Picture) : Single picture
- ◆ Mode2(Button) : Button (2 pictures)
- ◆ Mode3(Continue) : Animation
- ◆ Mode4(Digit/Font) : Digit / Font

2. Indicate picture memory source

3. Anime mode (Sequence/ Order) :

- ◆ Sequence : serial pictures number
- ◆ Order : Order non-serial pictures number

4. Act item : 4 animation group in one page are limited at the most. (No.0~3)

5. Timer/Class : The product of time unit and multiple is time consumption for picture switch.

- ◆ Timer ClassA :1/20 sec (50ms)
- ◆ Timer ClassB:1sec

6. Times : Multiple of Timer class

7. Repeat setting: Repeat (enable) /Once (unable)

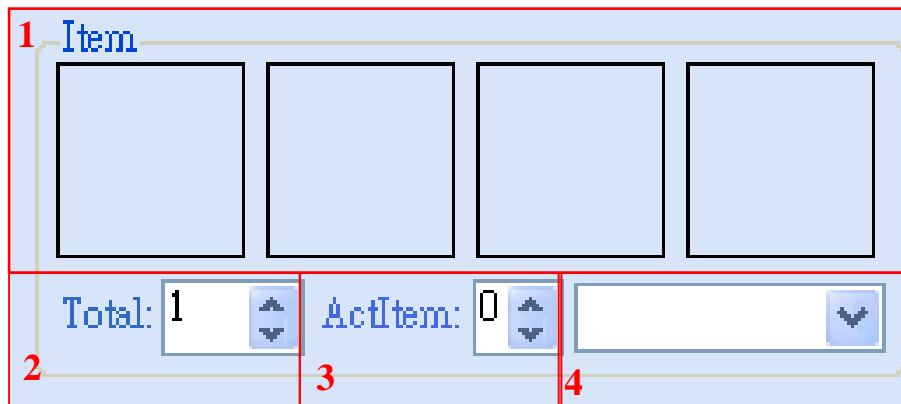
8. Transparent setting: : In Mode1 & Mode2, transparency setting can be started as All or Half.. The column only works before picture moving to edit area. Once move to edit area, it only can work on picture effect modification area.

Note : Currently ,Smart Graphic Module doesn't support JPG format created by "PhotoShop".
Thus, please convert format by ACD if picture made by PhotoShop.



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(6) Picture status window

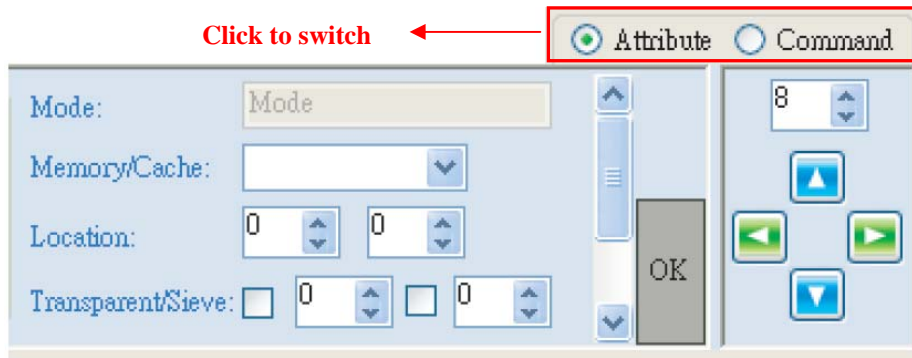


1. Picture showing: showing edited icon or continuous picture
2. Setting of picture numbers : only in Order mode.
3. Number animation group: preserve number is as 0~3
4. Repeat setting: Repeat (enable) /Once (unable)

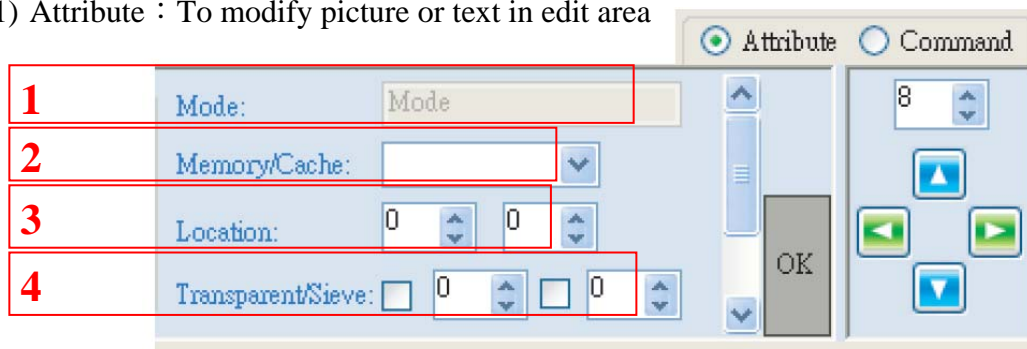


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(7) switch picture attribute or UART command



(1) Attribute : To modify picture or text in edit area



1. Picture mode

3. Picture coordinates

5. Animation mode

7. Confirm modification

9. Hot key of motion

2. Selection of storage

4. Transparent

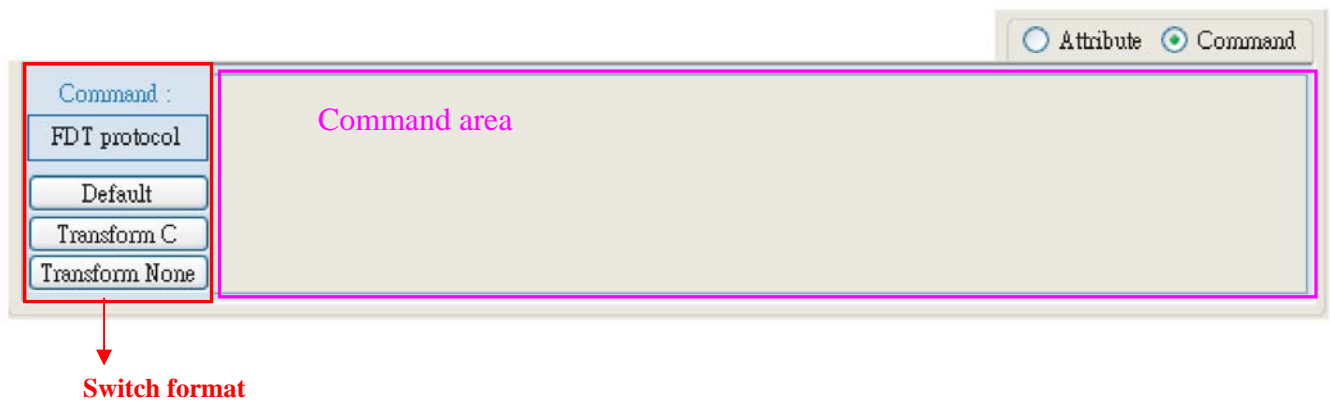
6. Selection of timer class and multiple

8. Motion pitch



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(2)Command : showing UART command



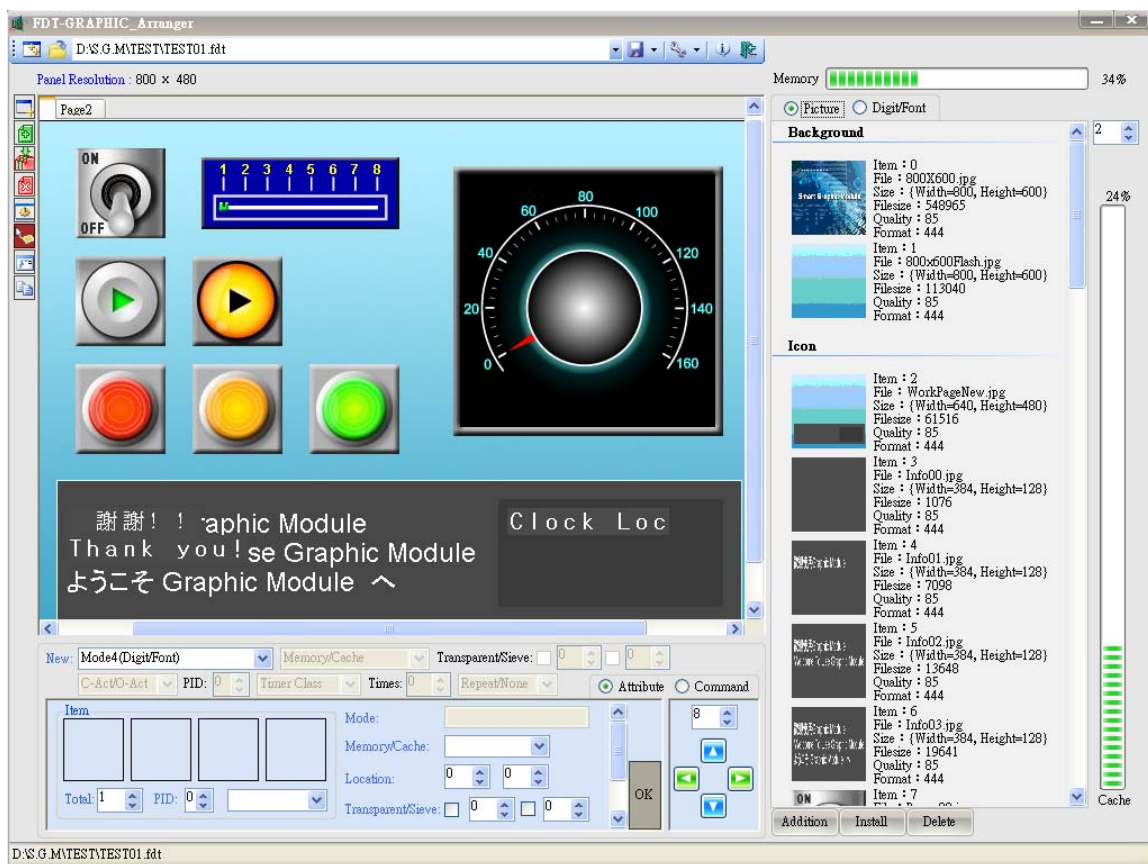


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Chapter 3. To use Easy Graphic Arranger

After introduction from last chapter, here user will be guided to build and complete one project.

Sample





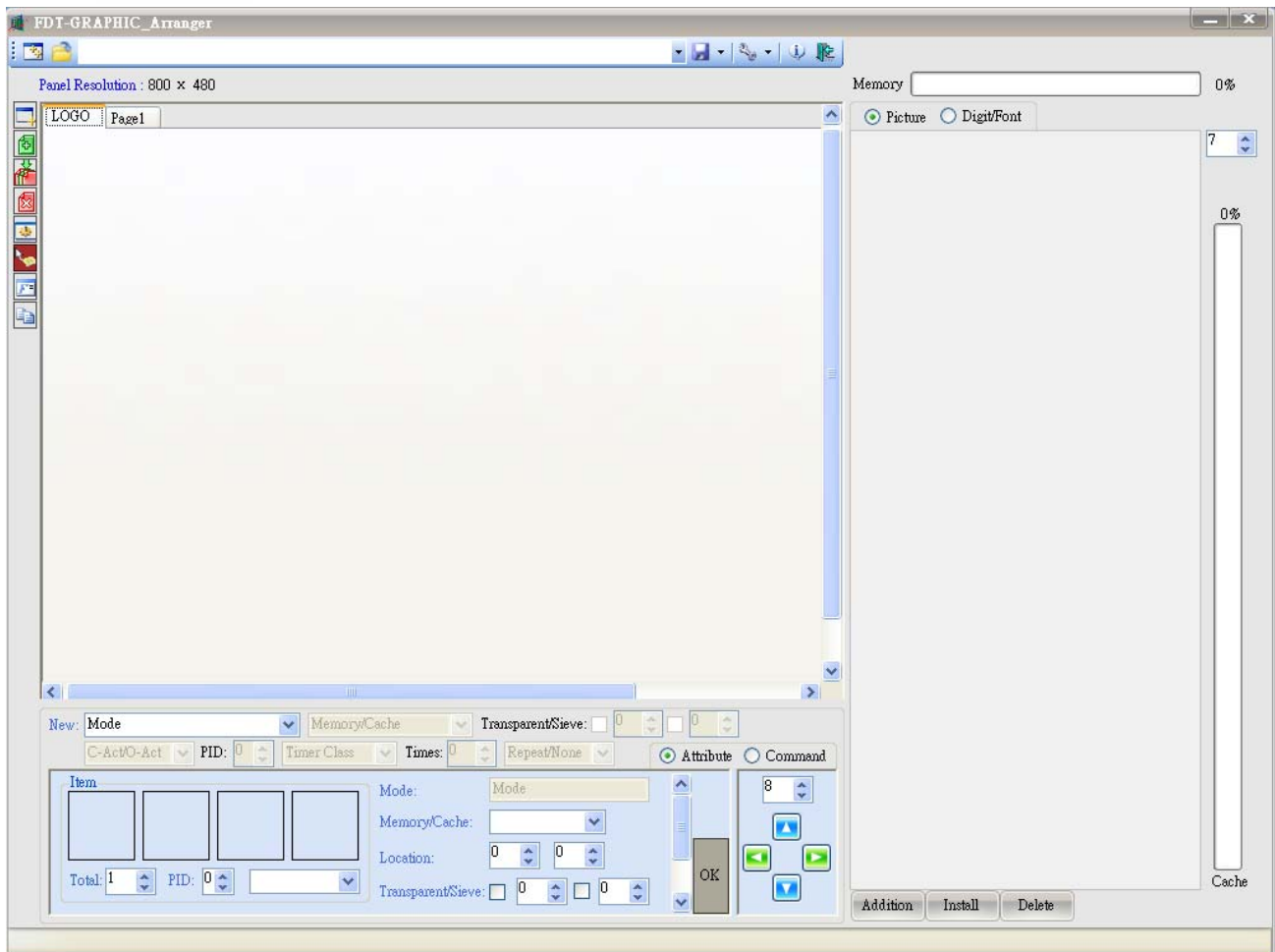
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1. Project and how to use Easy Graphic Arranger

execute



to start as below

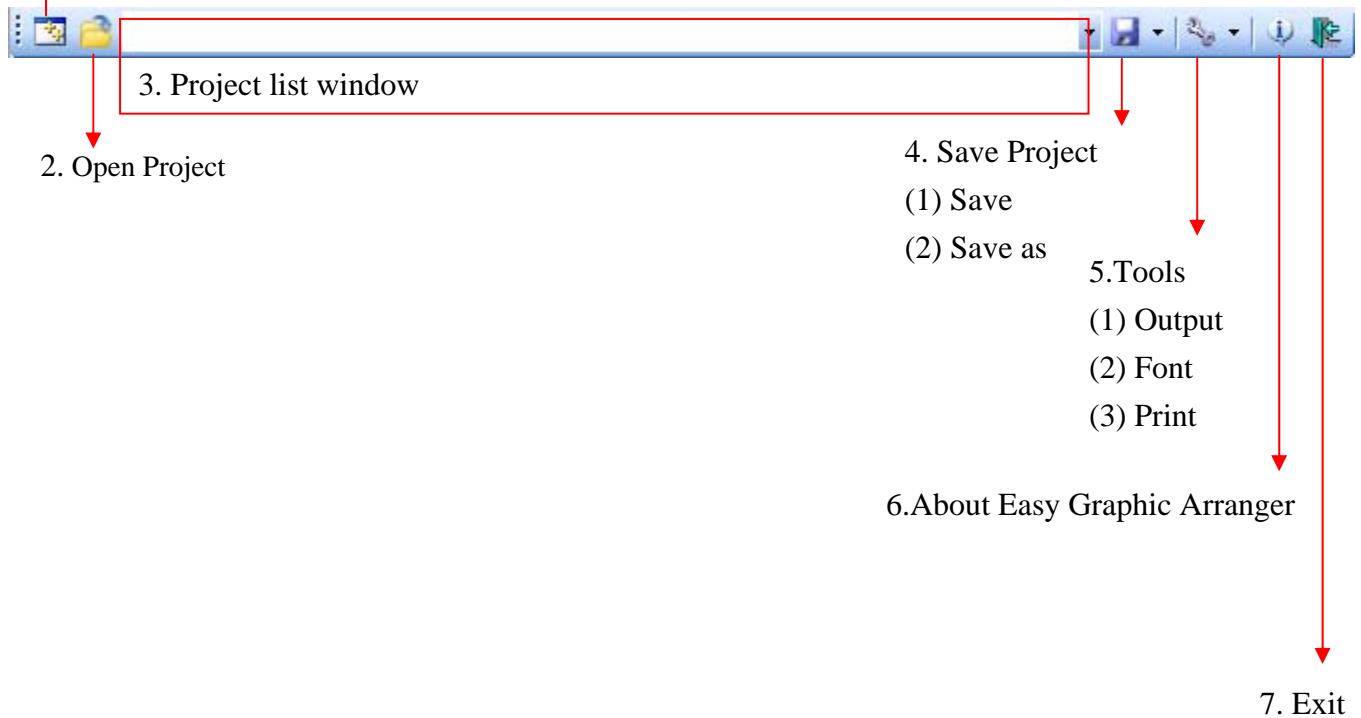




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2. Operation project tools bar

1.New Project

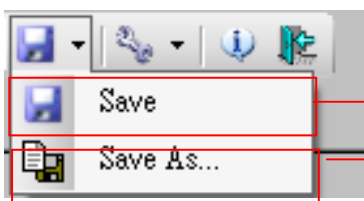


1. New Project : Create a new project °

2. Open Project : Open one project °

3. Save Project

4. Save



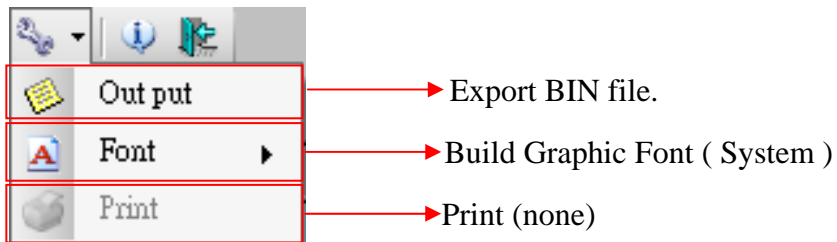
Save Project

Save Project

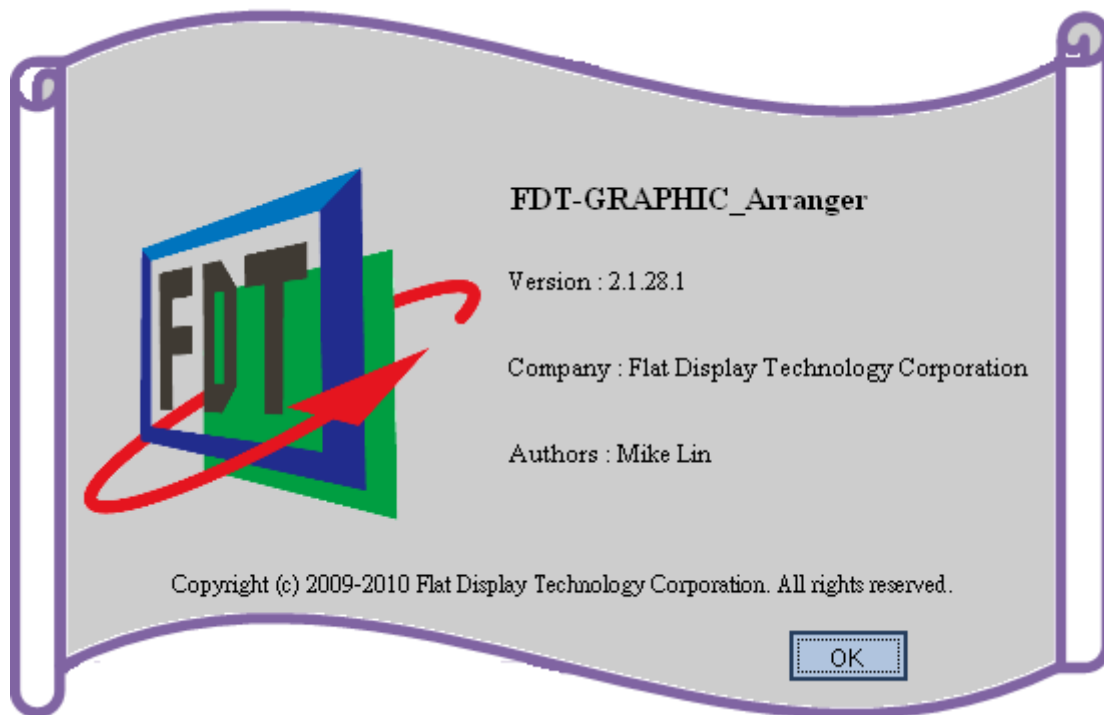


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5.Tools



6. About Easy Graphic Arranger: showing information of version



7.Exit: to close Easy Graphic Arranger program

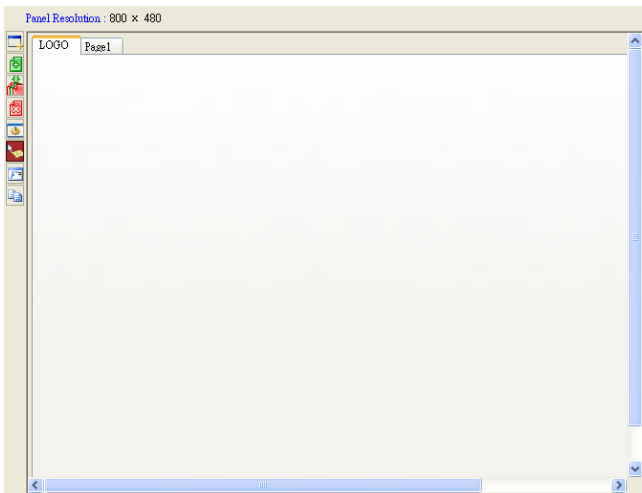


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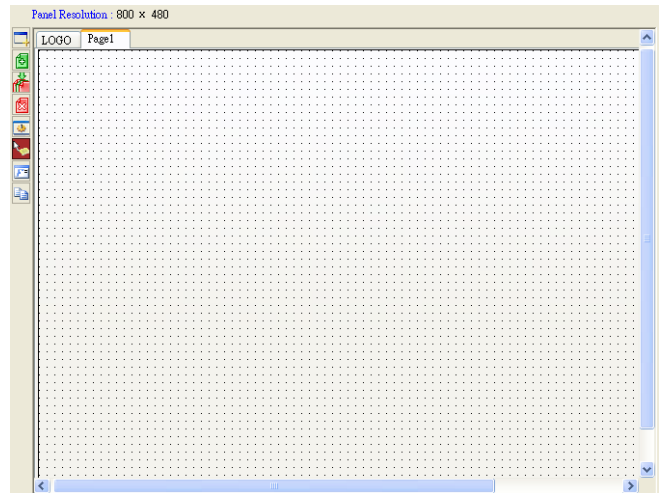
3. Create a new project

“LOGO” page will show first when entering Easy Graphic Arranger program and “Page1” after pressing “New project”.

First screen when entering

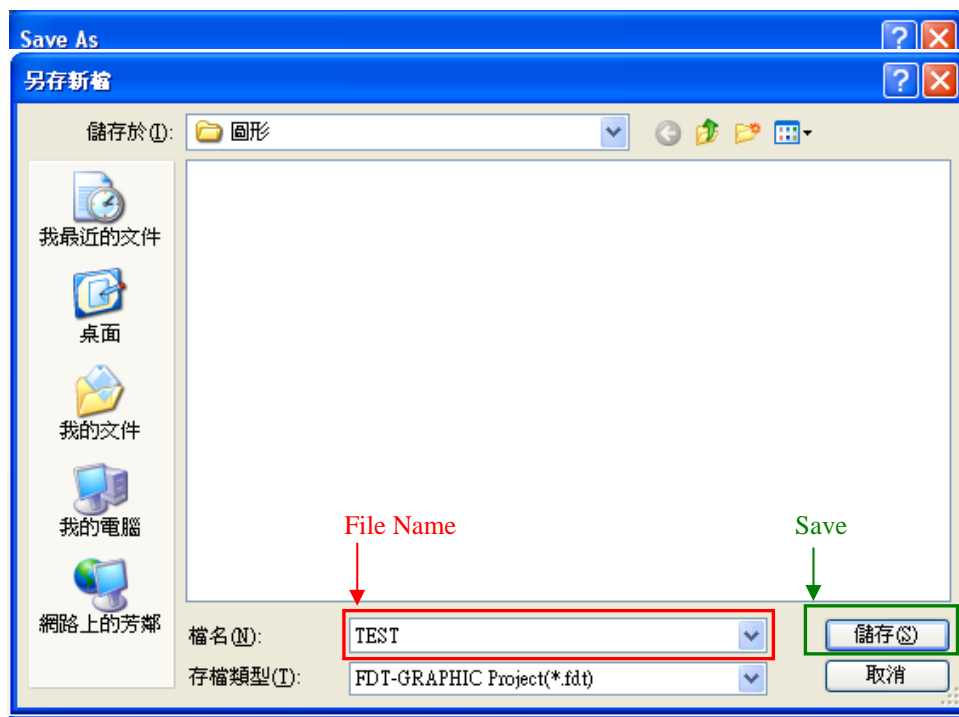


Later screen after pressing “New project”



4. Save a new project

A dialogue box will show after pressing “Save”. Completion message as diagram B as below will show up after entering the file name for new project and pressing the “Save” to execute.





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Diagram B




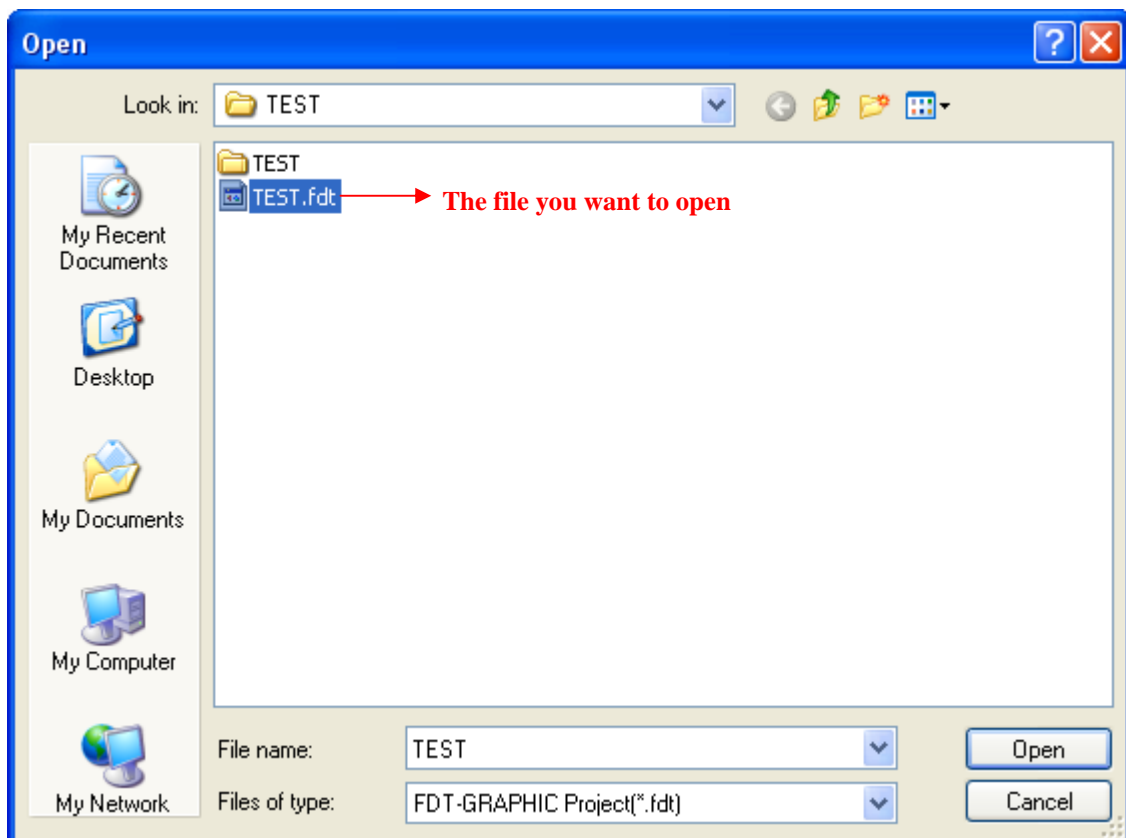
5. Project list window

File path will show up as below after file's save.



6. Open old project

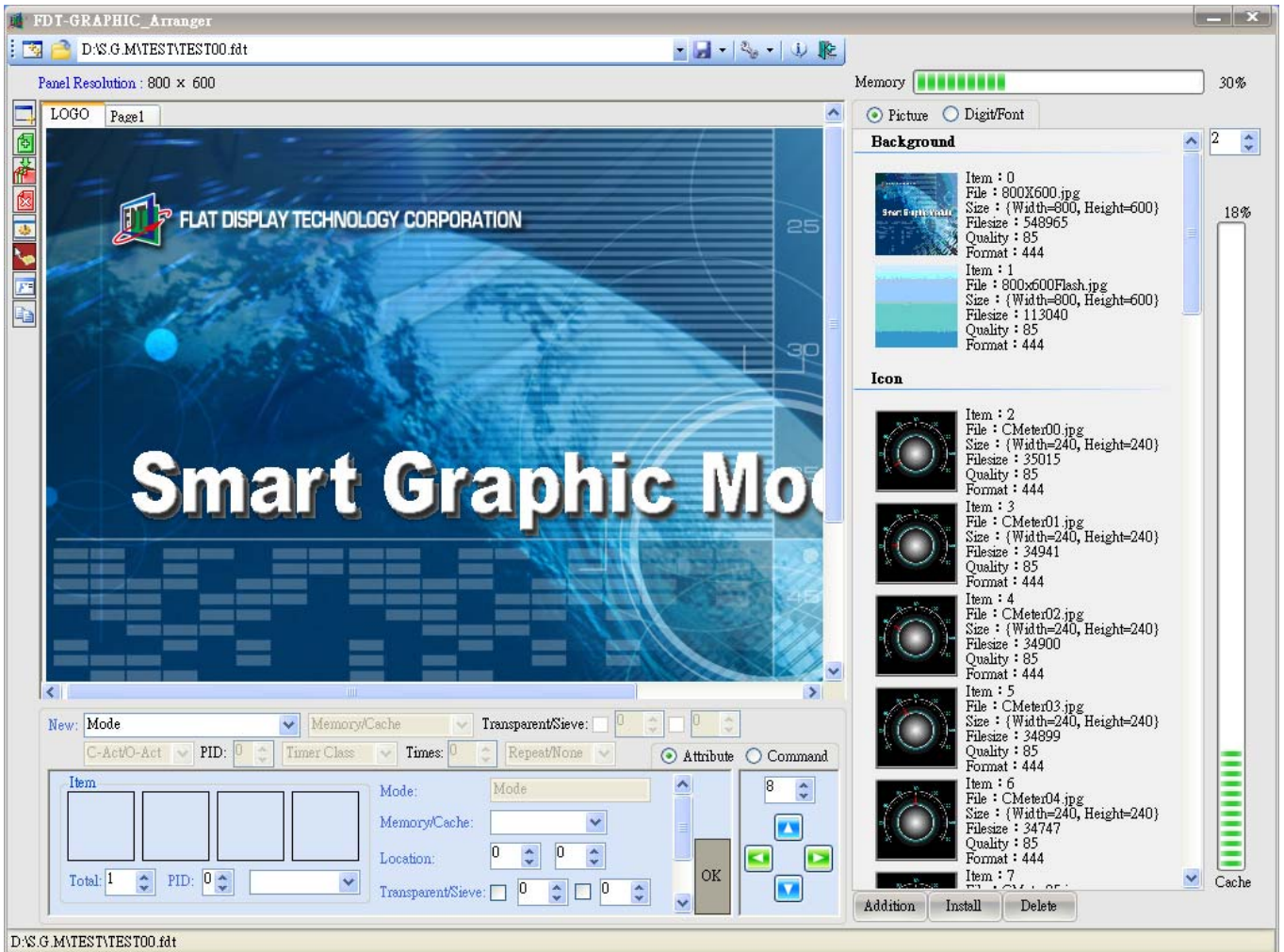
Press  and enter dialogue to open old file.





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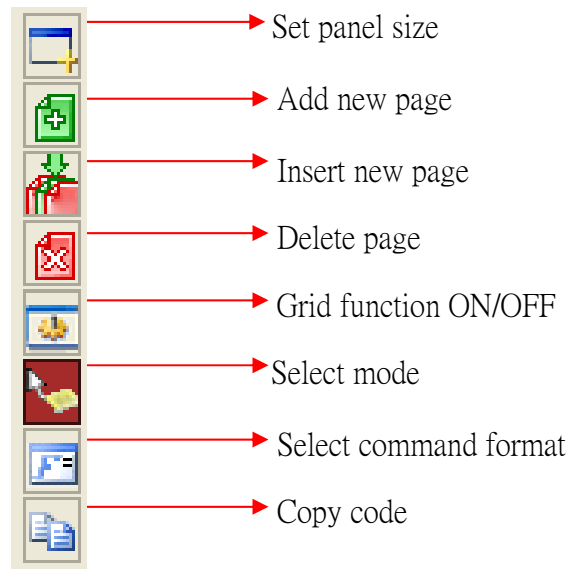
You could open the file clicked.





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7. Edit and UART function bar



8. Set edit area resolution

Dialogue box of panel size will show up after clicking icon. User should set up size according to what Smart Graphic Module they buy. Here, let's take 7" module as an example for setting. Enter 800x480 and finish.

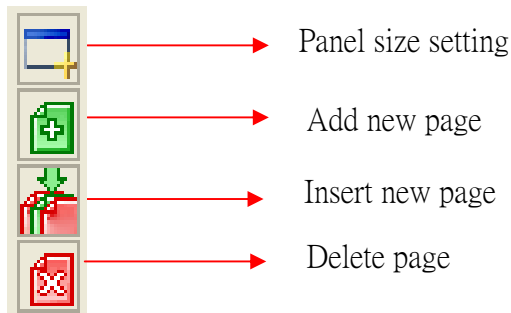





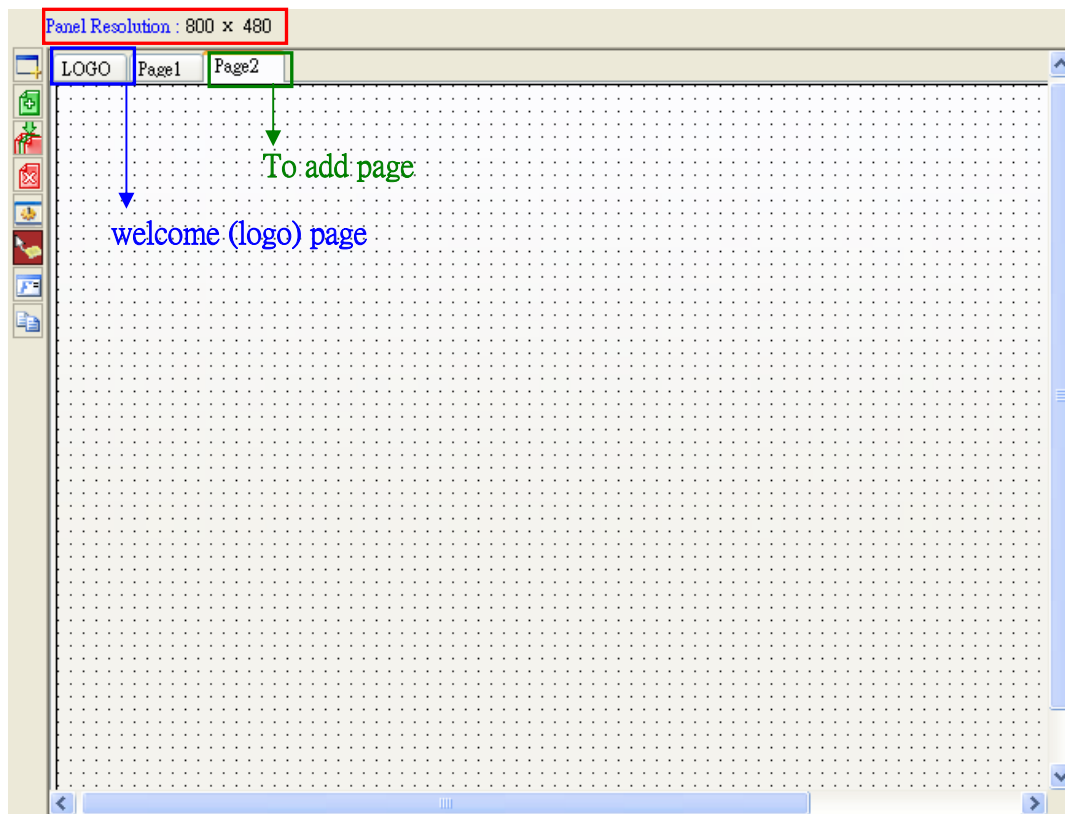
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9. Add 、delete 、insert page of edit area

By “add new page”, ”insert page”, “delete page” from function bar, user could increase or decrease number of pages based on need. Besides, to insert one page between any two existed pages is also workable.



Following diagram is an example that panel resolution has been set. Page 2 will be created next to page1 after pressing 





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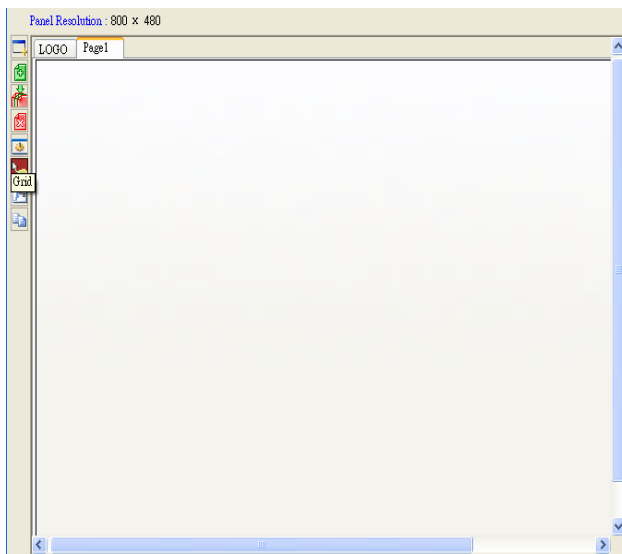
10. Grid for edit area

To start grid function after pressing

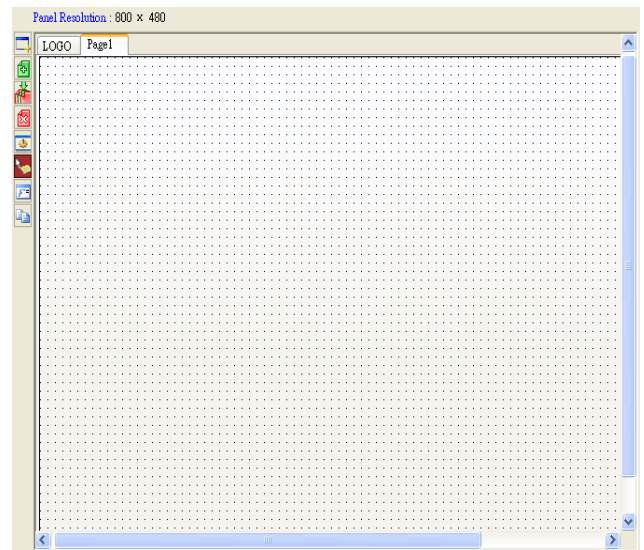


Note. It can not work in welcome page.

Grid function ON



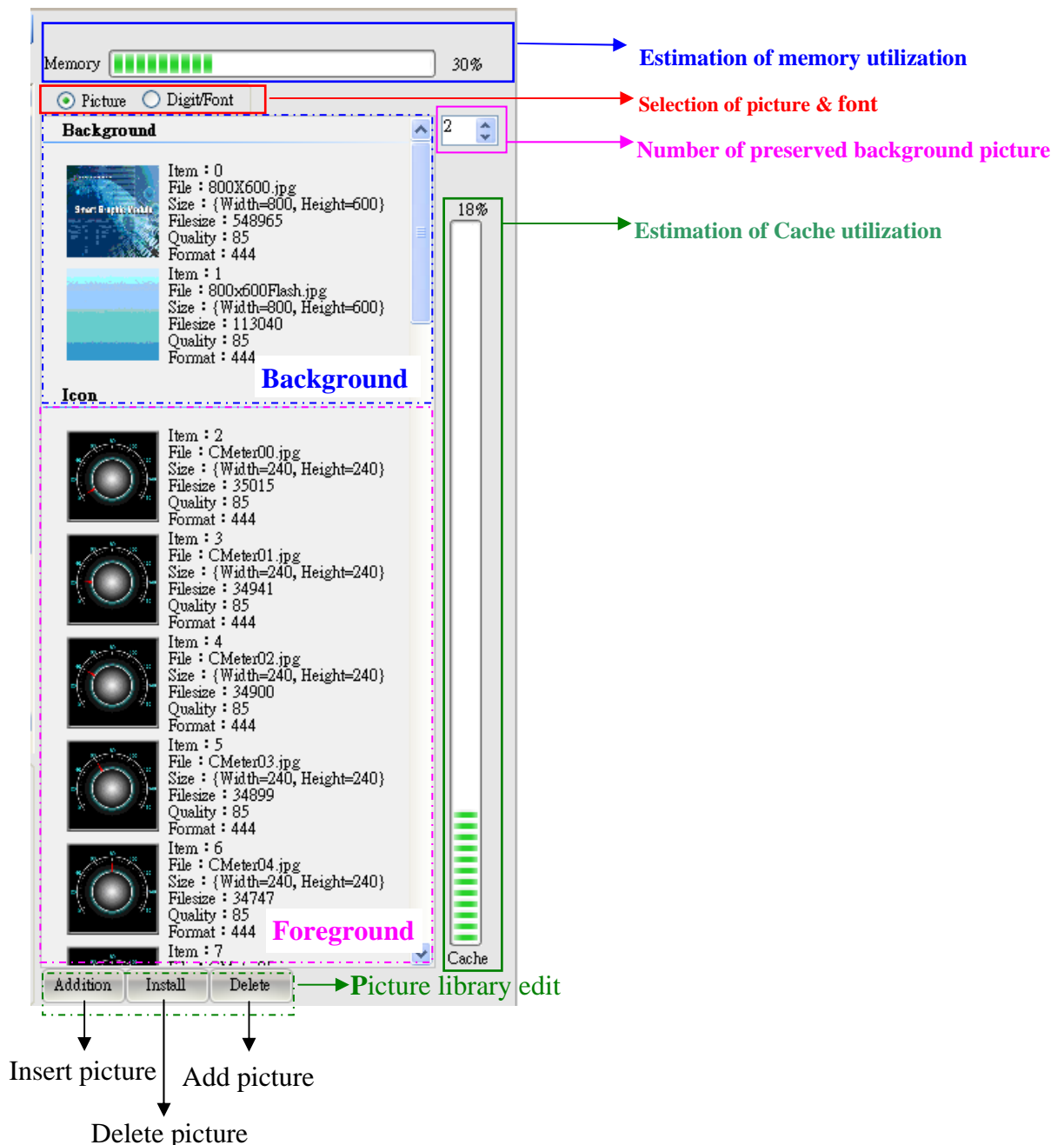
Grid function OFF





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11.Memory information and pictures window area



- (1) Selection of picture & font library: To select picture or font indicated. "Picture" is for importing picture. "Digit/Font" is for font.
- (2) Setting background picture number. Default is "7", user can set up according to his needs.
- (3) Background : Showing picture in "Memory".
- (4) Foreground : Showing picture in "Cache".



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(5) Estimation of memory utilization : The estimation is sum of picture volume from foreground and background. No more than 95%. “

Note.

1. In order to increase efficiency, background picture is recommended to save in Memory (flash ROM). Picture with frequent use is recommended to save at Cache area (SDRAM). Pictures will be extracted from Flash ROM and save in Cache after Smart Graphic module power on.

2. To avoid complicated working, be sure to arrange all pictures in order before importing them.

(6)Insert Picture: to insert new picture between picture.

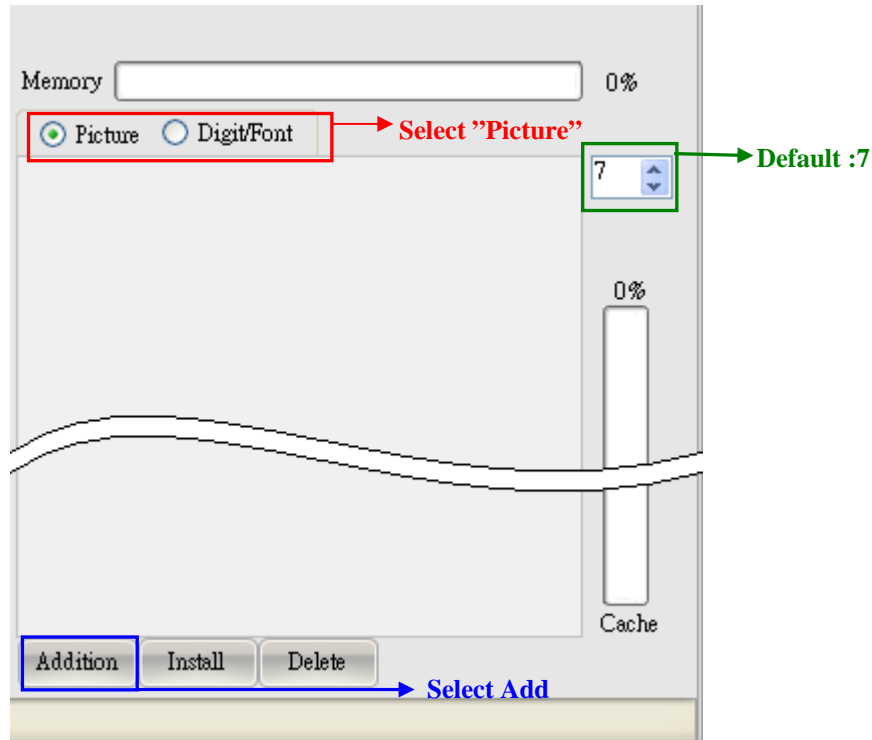
(7)Delete Picture: to delete the picture that you don't want.

(8)Add Picture: To add a new picture on the bottom of library.

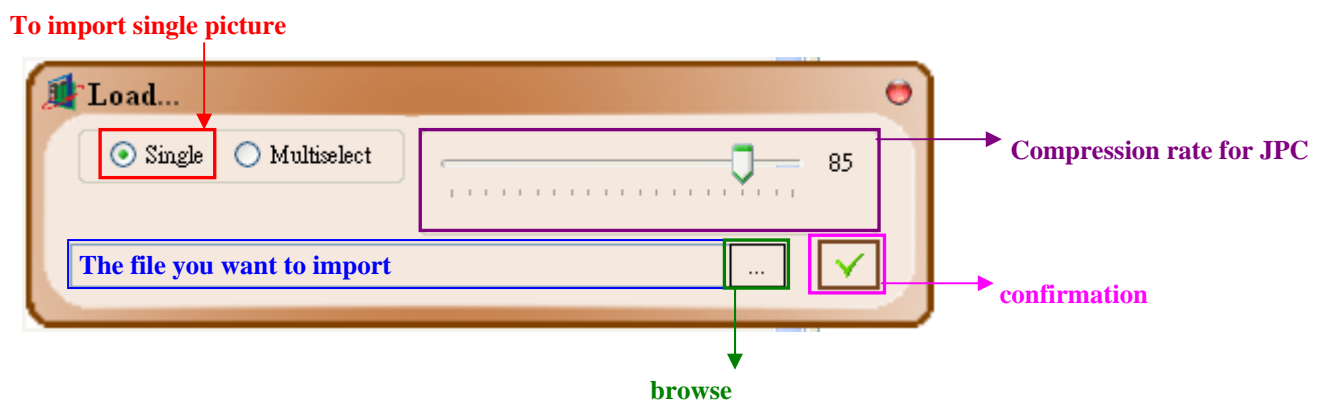
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12.How to load picture to memory

(1) load single picture



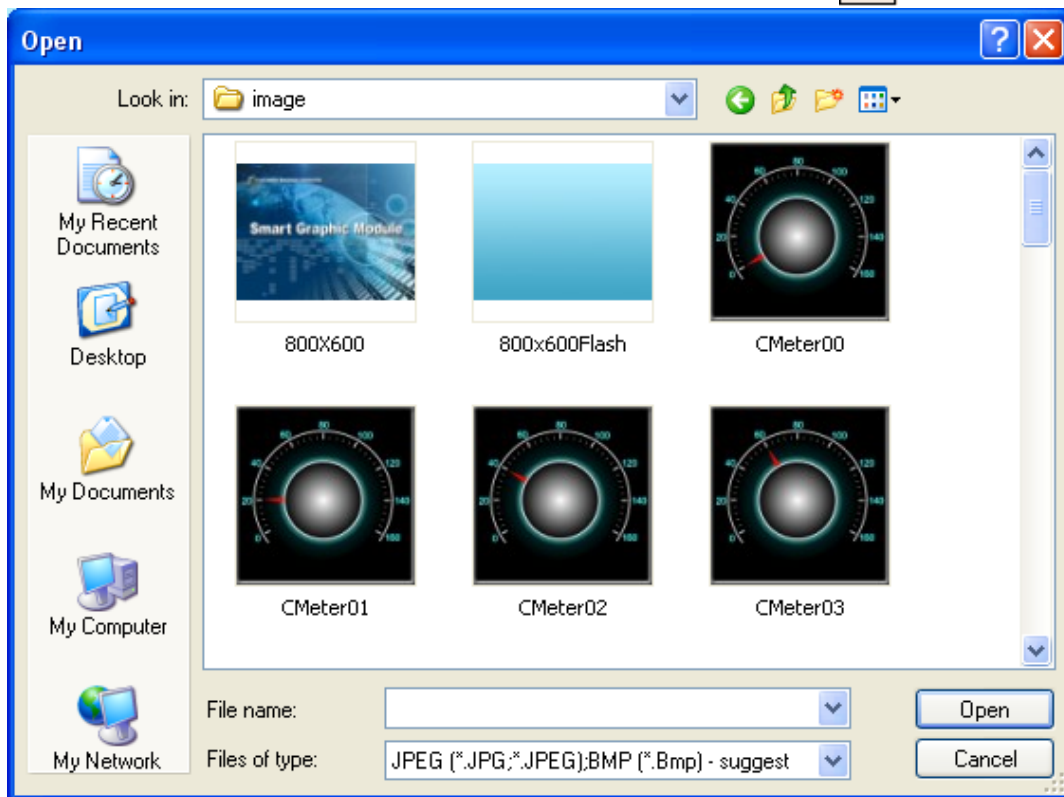
Click “picture” and enter the working window as below by clicking “Add”.



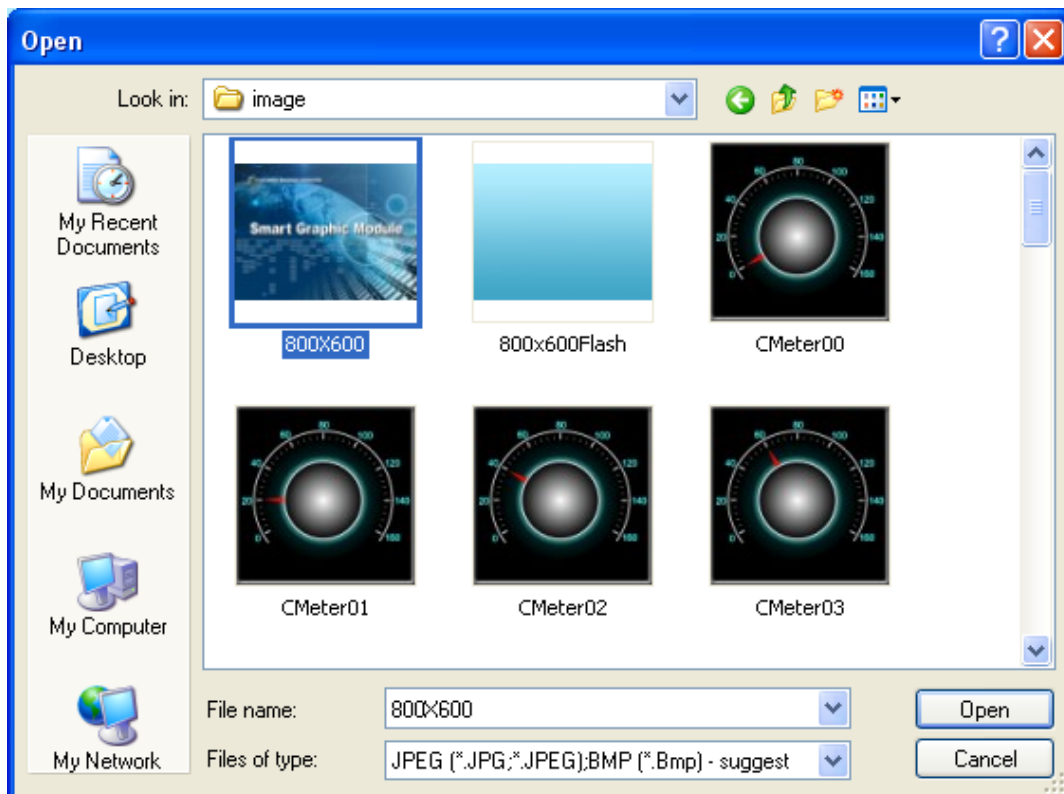


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File path will show up as below after selecting "Single" and clicking




Select picture you want to import and press "open"





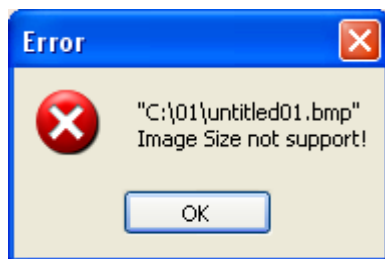
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Press  to complete importing

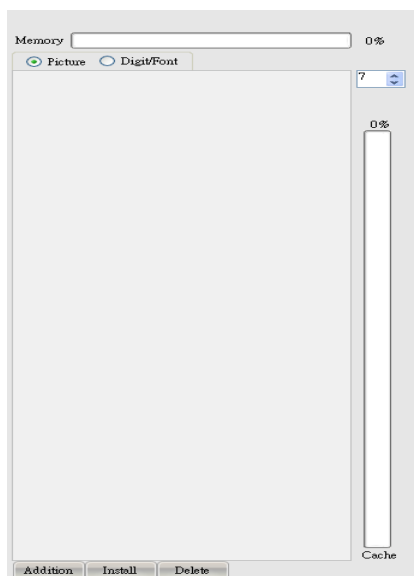
Note :

1. Easy Graphic Arranger program can convert other format to JPG but it might cause distortion. Please use suitable picture made by professional software.
3. Horizontal /vertical pixels should be a multiple of 8. Otherwise warning message will show up as below.

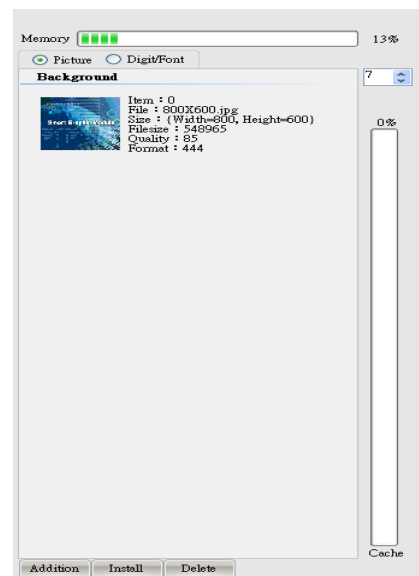


Below is an example of importing picture

Before



After

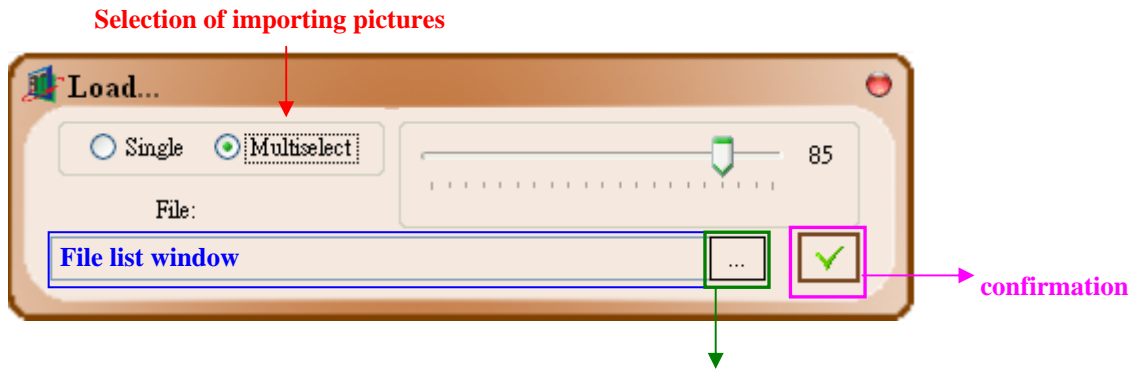




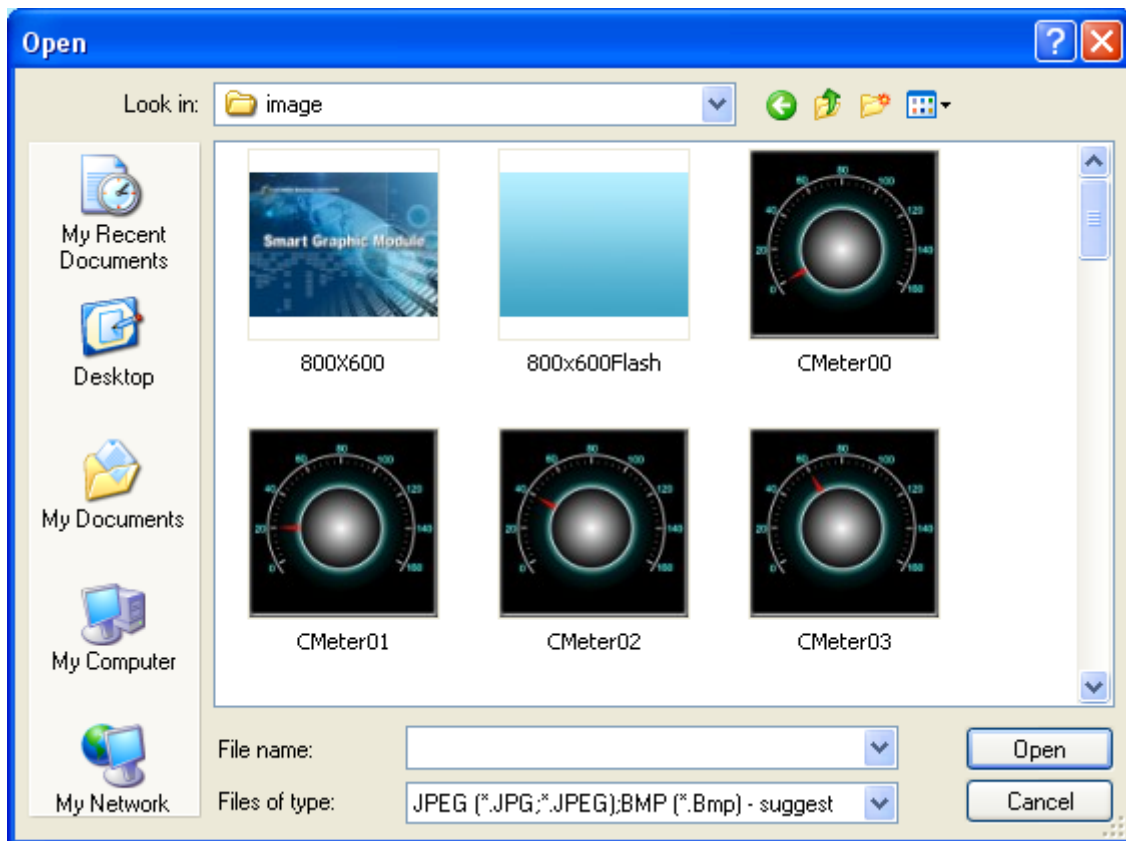
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13. Load multi pictures

Click “picture” and enter the working window as below by clicking “Add”.



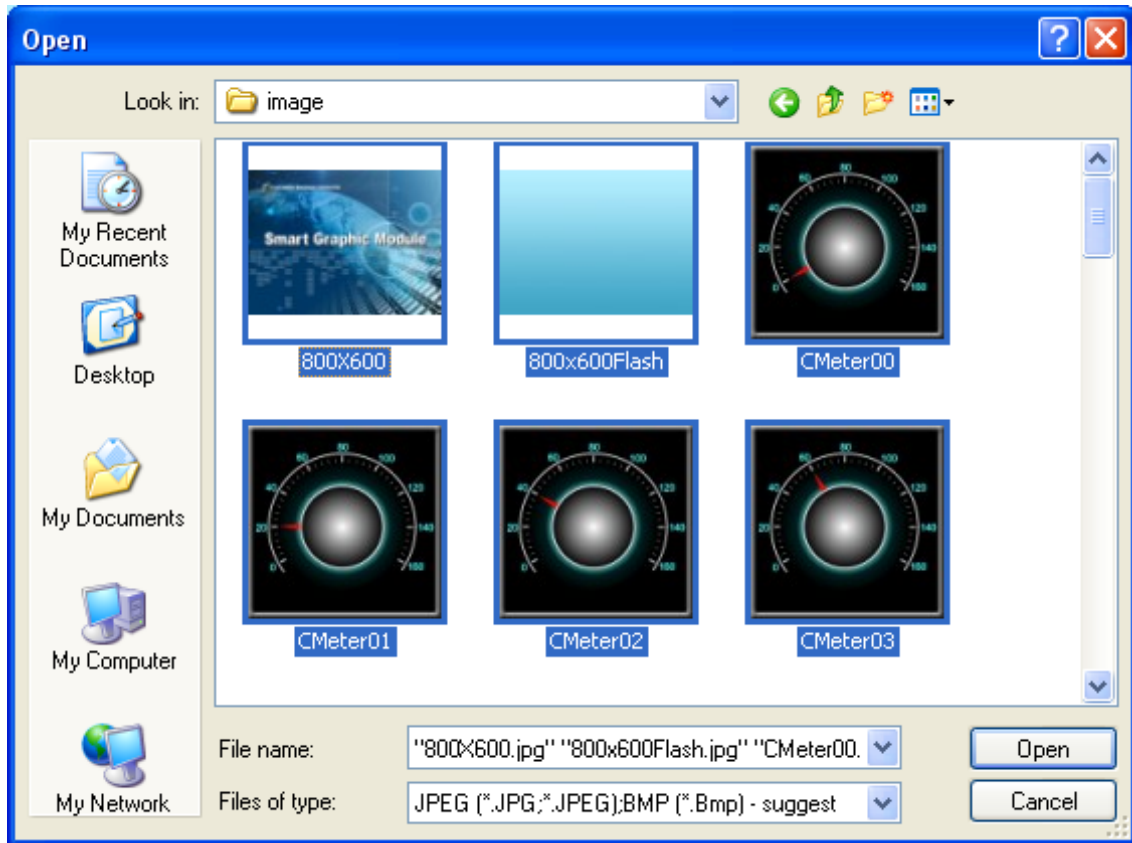
File path will show up as below after selecting” Multiselect” and clicking






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Select picture you want to import



Press "open" above and following will show up



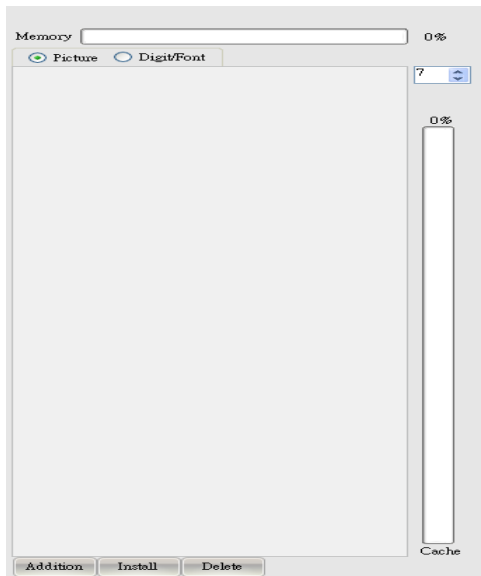
Press  to complete importing



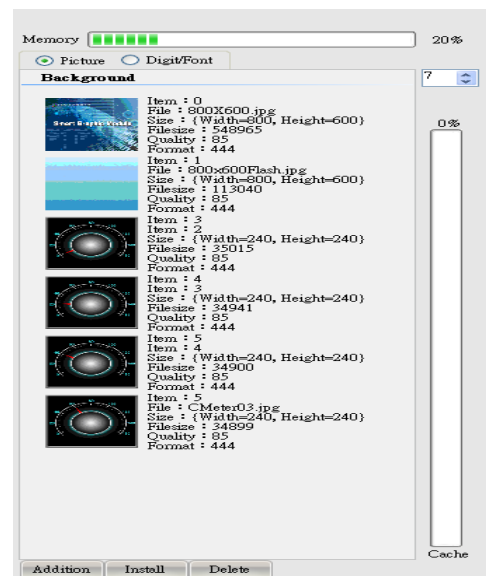
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Below is an example of importing pictures

Before

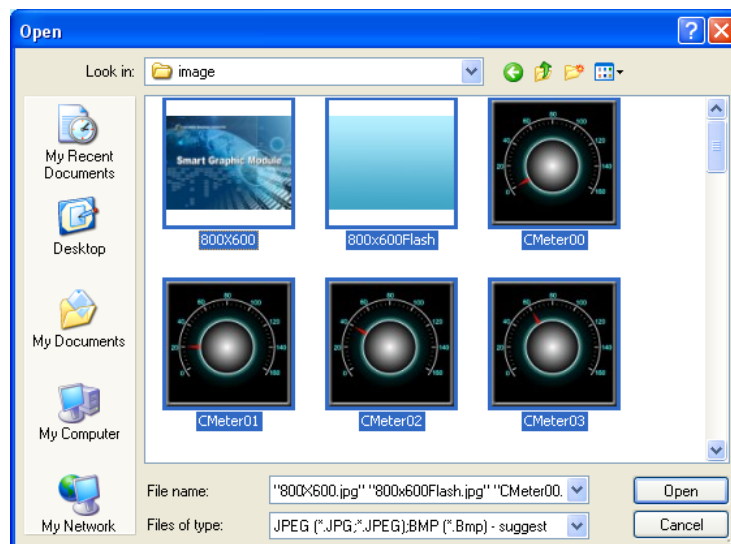


After



Note :

- (1) Please caution the order of picture when importing pictures at the same time. From the first to seventh picture will be the background picture by system's default. User could change q'ty of background picture based on his need. The first picture will be set as welcome screen (LOGO) that can be deleted. If user need to change LOGO, please use "Ins" function to insert another picture on the top or have double-click on the first picture in background to load another picture to replace.
- (2) Normally, picture will present by order of clicking. First click will present on the last. However, If file name composes of number, system will fall them into rank in an ascending order. Please to Solve it by modifying the order manually in file name column as below.



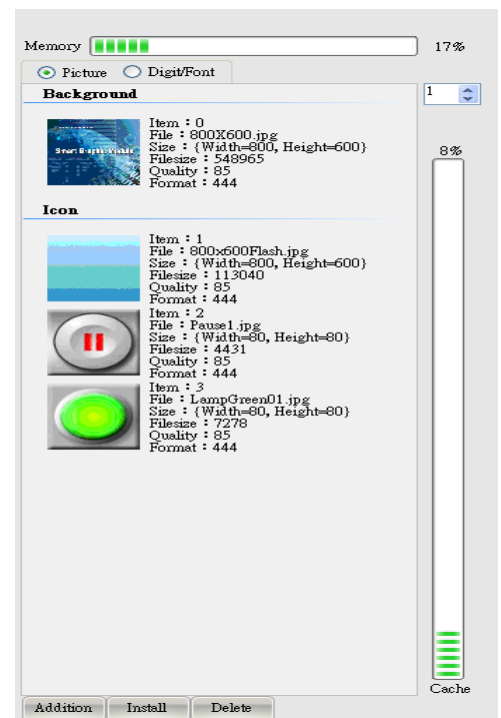
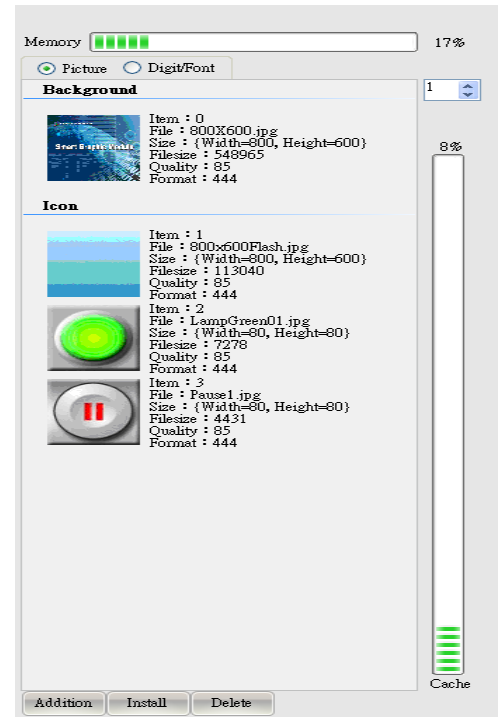


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The order of presented picture.



Present order



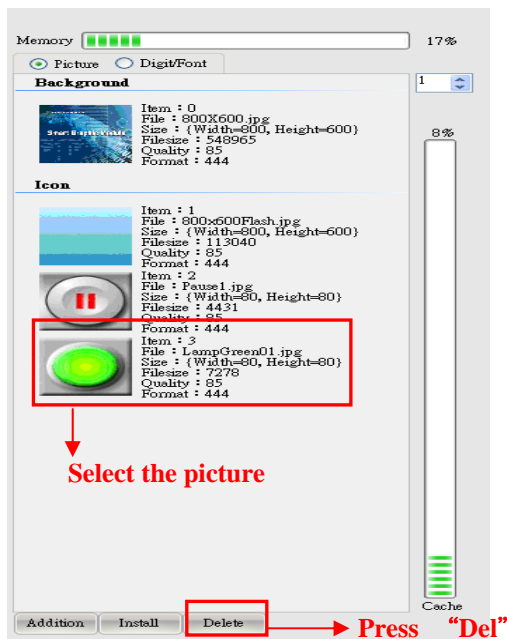


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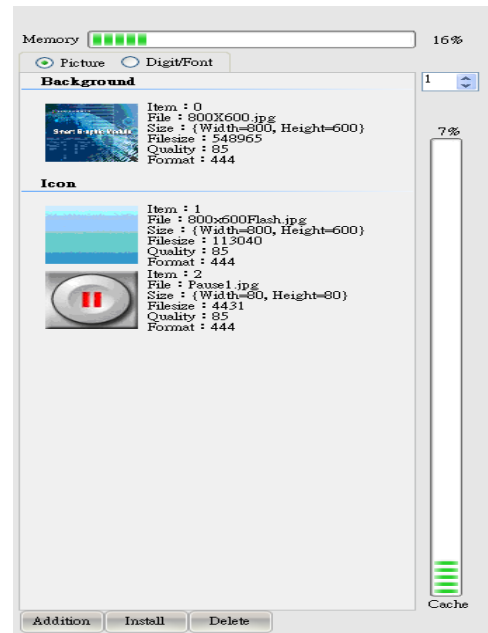
14.How to delete picture

Select the picture and press” Del” as below.

Before delete



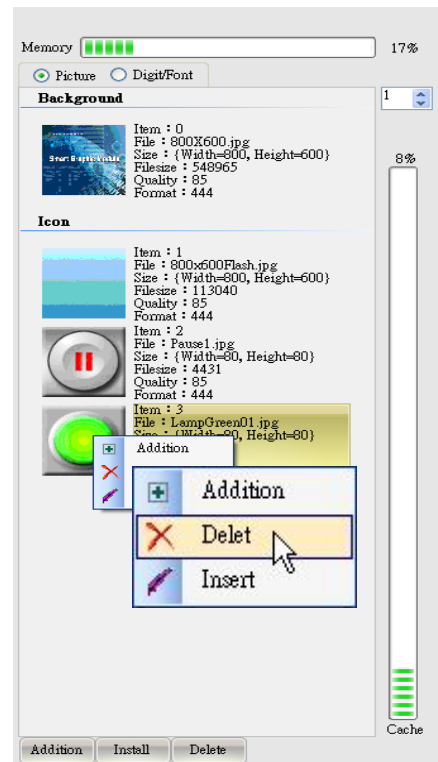
After delete



Quick method to delete picture.

Select the picture and have a right click to delete.

Note : The edited picture can not be deleted.

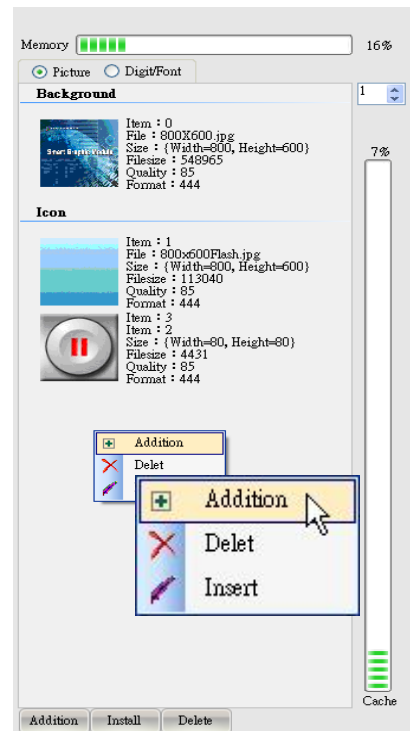




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15. How to add picture on background or foreground area.

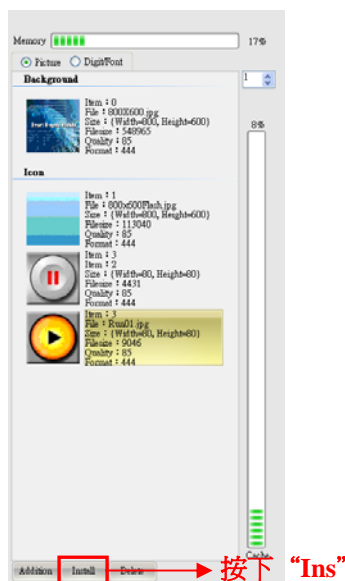
Have a right click on background or foreground area and select "Addition". Load dialogue box will show up as below. Please refer to section 12 & 13 above to load picture.



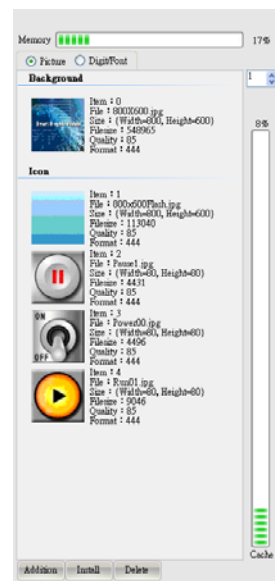
16. How to insert picture on background or foreground area

The dialogue box will show up after pressing "Ins". Please refer to section 12 & 13 above to insert picture. The inserted picture will present upon the selected.

Before Insert



After Insert

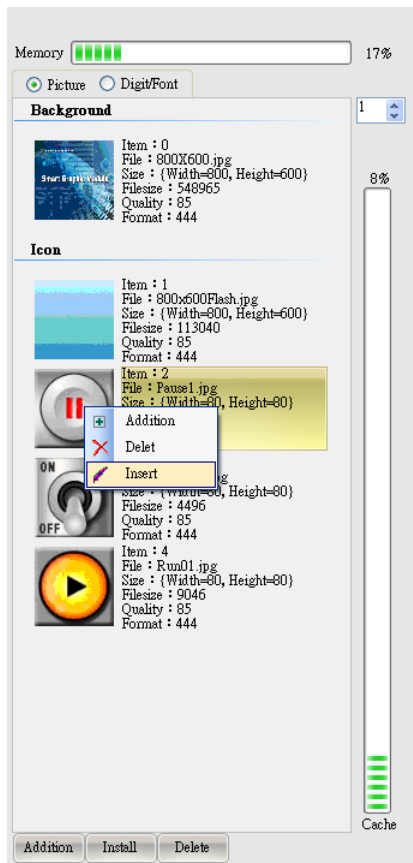




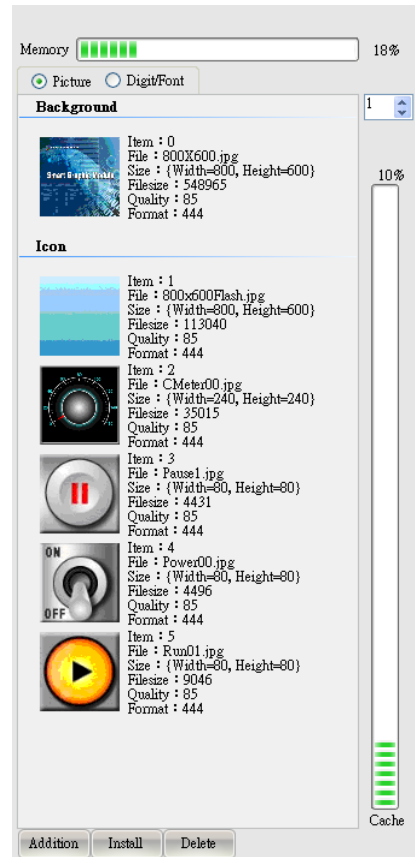
Smart Graphic Module

Quick insert: Indicate the position and have a right click to insert by showing dialogue box. Please also refer to section 12 & 13 above.

Before Insert



After Insert



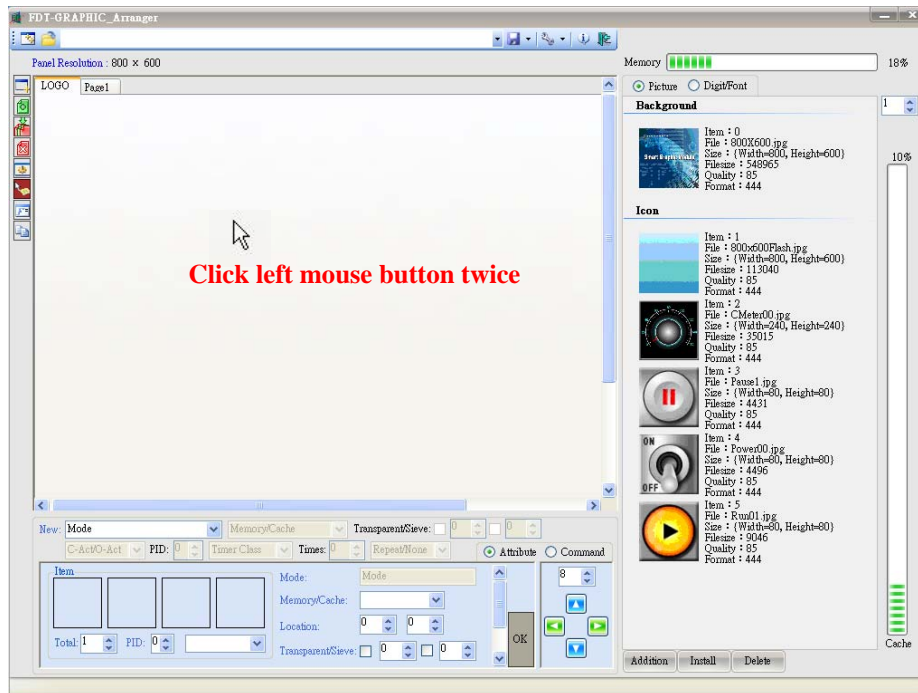


Smart Graphic Module

17. Set welcome (LOGO) screen

Select LOGO and click the left mouse button twice, editor will automatically select the first picture (item:0) as 'Logo', example as following:

Note : System will define the first picture as LOGO (Item : 0)



Download LOGO picture to edit area





Smart Graphic Module

Note :

- (1) No picture or characters can be placed on LOGO page
- (2) Check the pixel between edit area and the picture intend to add must be the same otherwise edit area will appear blank or incomplete picture.

Edit area resolution : 800x480 ; picture resolution:
800x480



Edit area resolution: 320x240 ; Picture resolution:
800x480

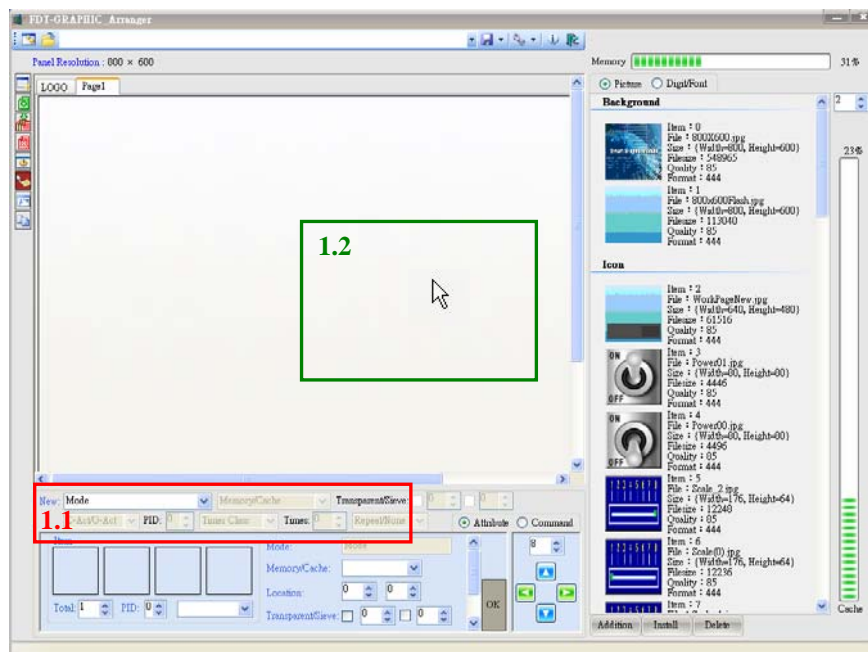


18. Set Picture mode

(1) Mode 1 (Single Picture) : Single picture

Exp : Set up background

Select Page1 from edit area, set up parameter of attachment and property

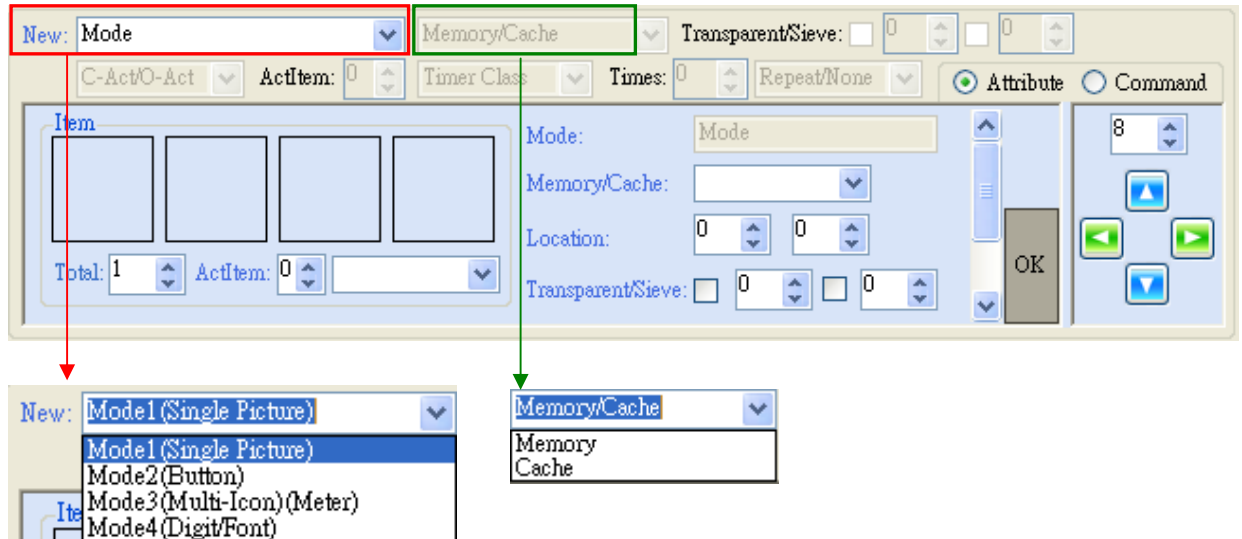




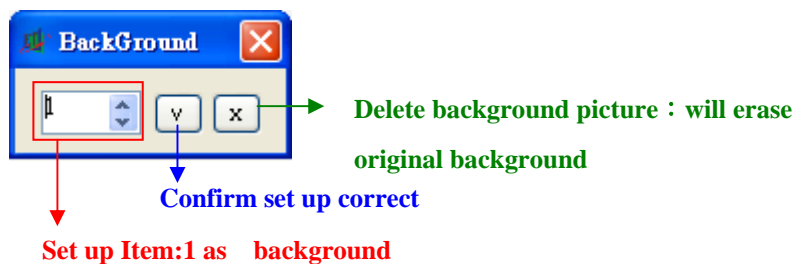
Smart Graphic Module

1.1 Set up parameter content:

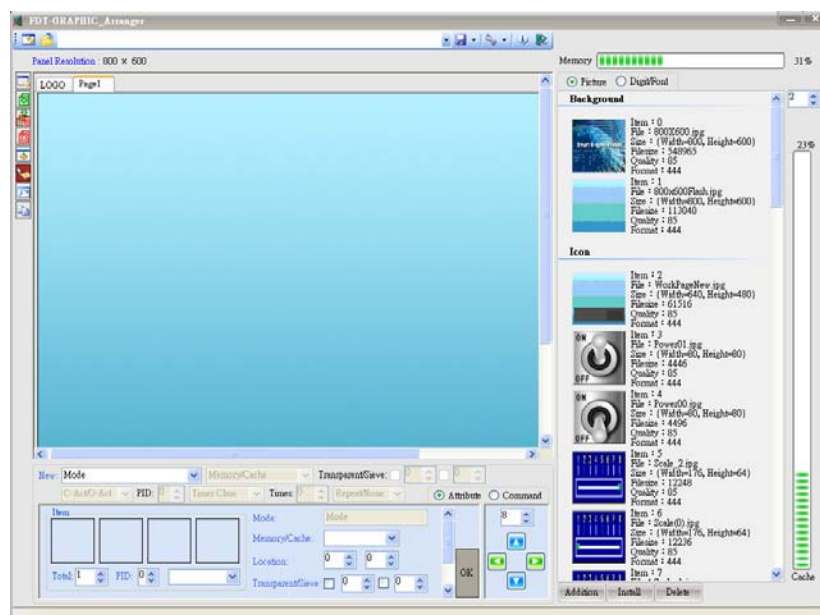
New: select “Model1(Single Picture)” ; Select ‘Memory’



1.2 Click twice on left mouse button on edit area, appear ‘Background’ window, select the number of the background picture and click V to complete the attachment process



Set Up(Item:1)picture as background complete example:

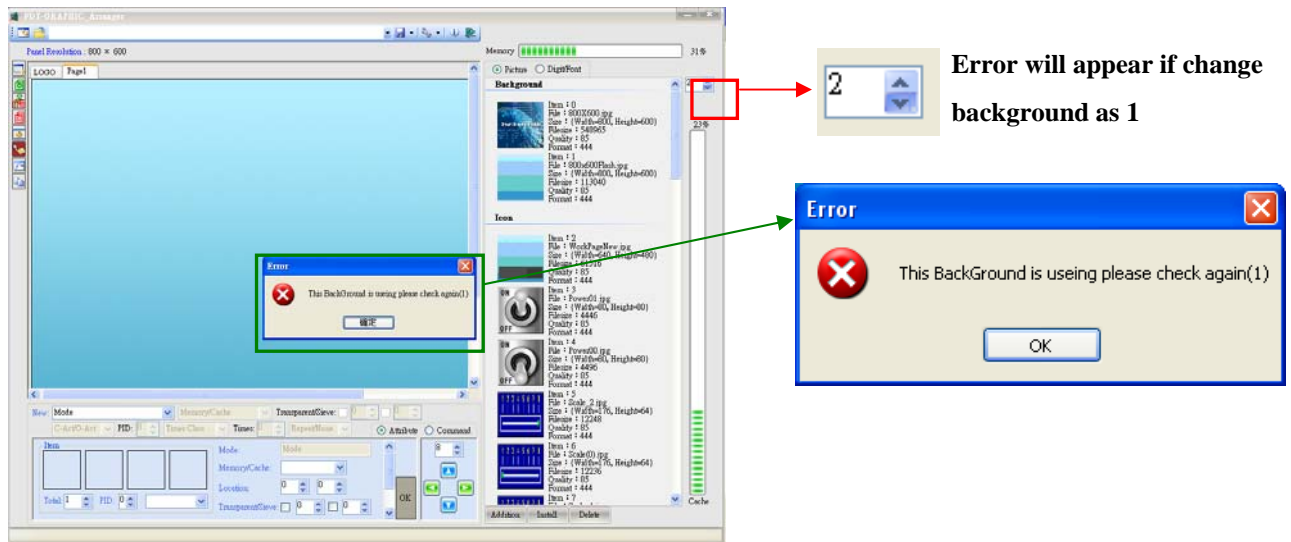




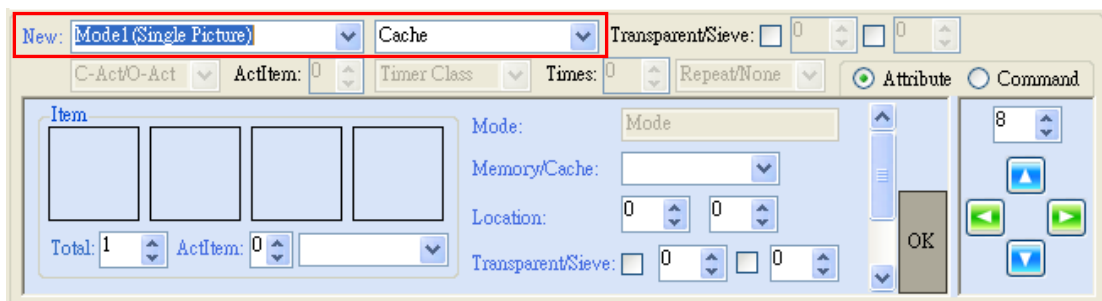
Smart Graphic Module

Note :

Any picture already selected as background cannot change its definition number added to front otherwise an error will appear as below:



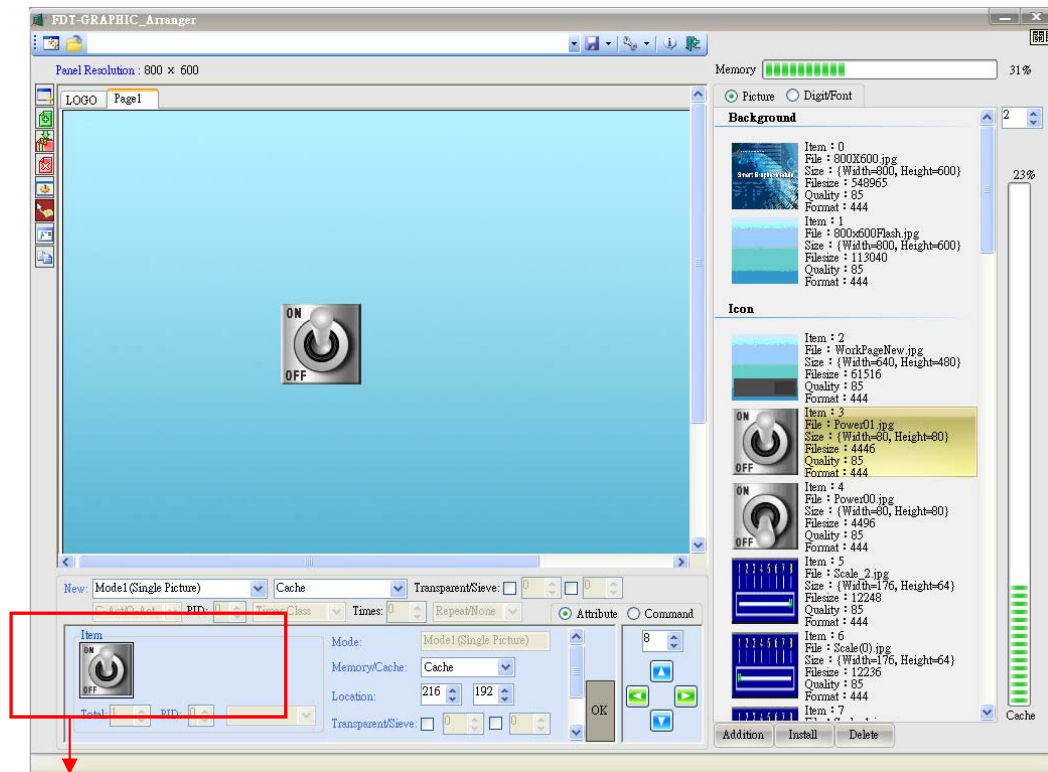
(2) Download one picture to edit area go to 'Page',
Select 'model (single picture)' and 'cache' on property





Smart Graphic Module

Select one picture from front drag to edit area to complete download

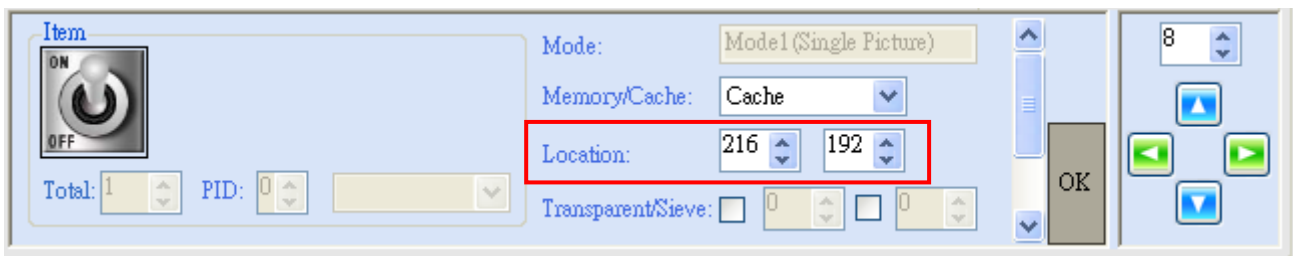


“picture status window” “appear picture dragged”

(3)How to move pictures already attached?

1. Use mouse drag the picture from in the edit area
2. Input cursor value to Location” , click

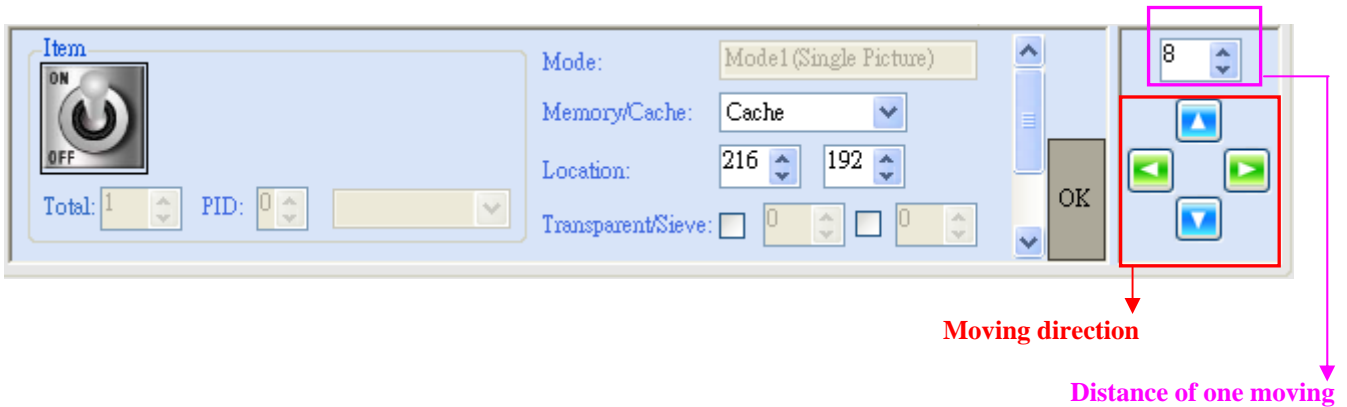
To start moving picture



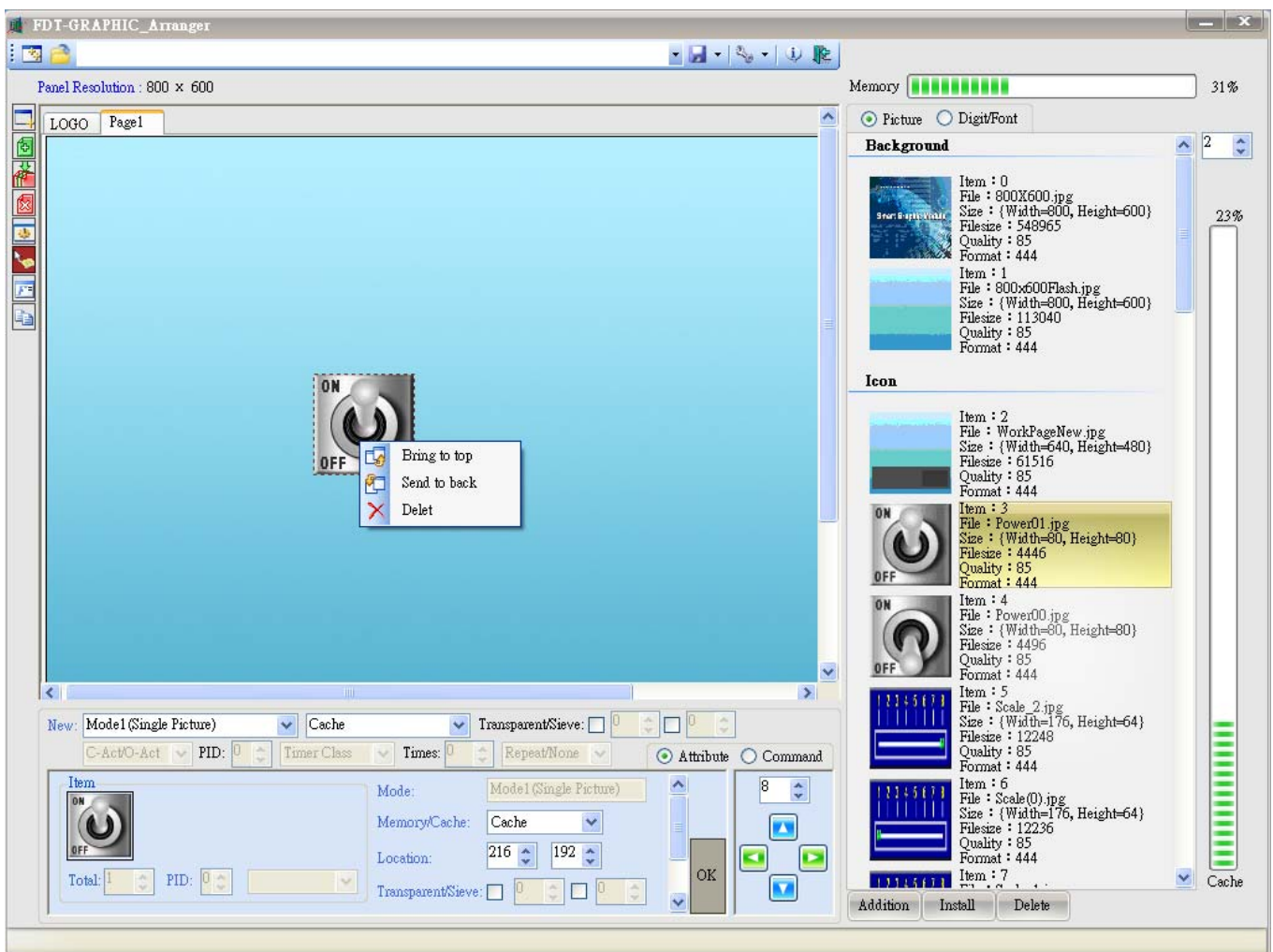


Smart Graphic Module

3. Use 'cache' button on the property area



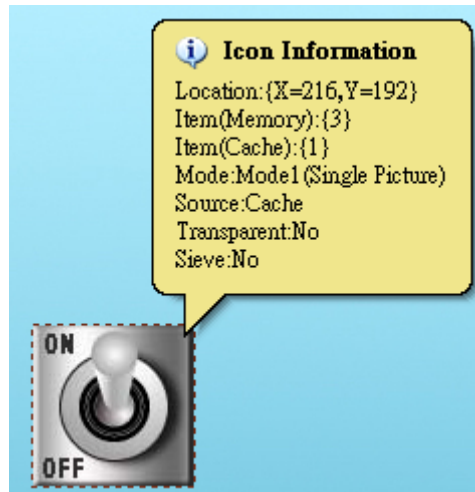
(4) Delete pictures from edit area: select picture, click right mouse button, will appear 'delete', click again to delete





Smart Graphic Module

(5)Picture information : pictures within the edit area will appear information when moving cursor to it.

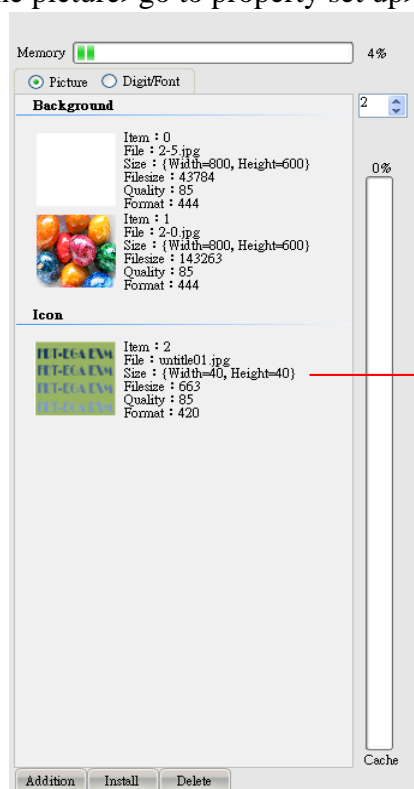


(6)Set up transparent: only valid on 'Cache'

- ◆Set up Transparent: the bigger value set up from original picture will have clearer background.

Note : Transparent effect could only perform from Smart Graphic Module, cannot simulate from edit area. °

1.Select one picture>go to property set up>transparent value>drag to edit area> complete

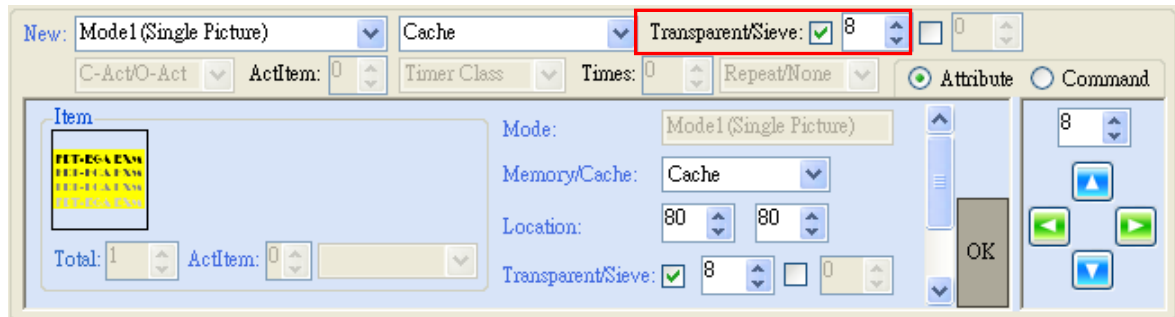


Select picture intend to set up transparent



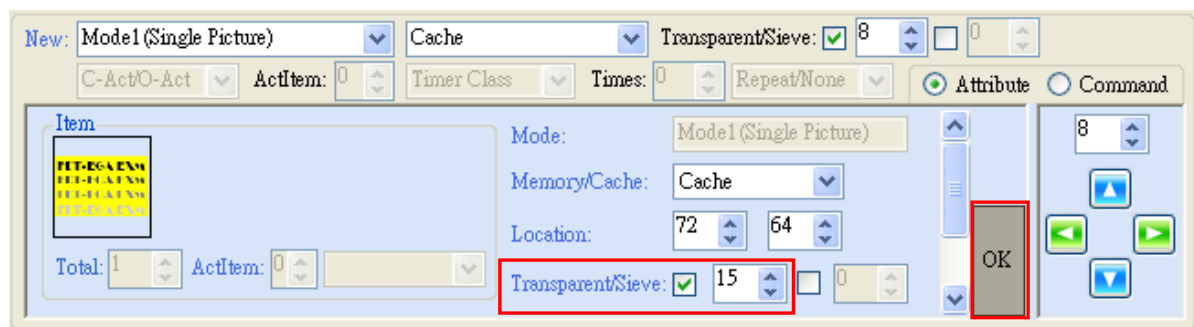
Smart Graphic Module

Set up Transparent as 8



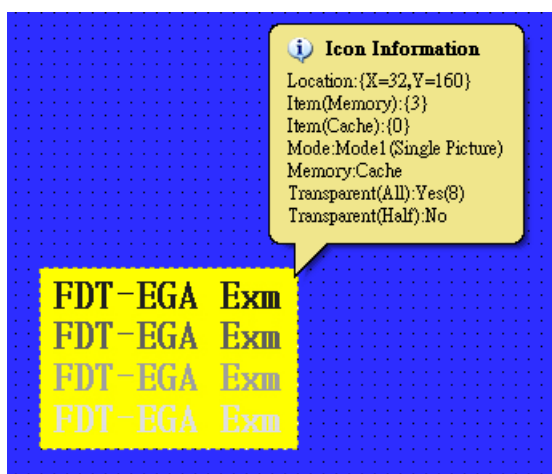
2. Modify transparent set up

Select picture from edit area > go to property > input transparent value > click ok > modification completed.

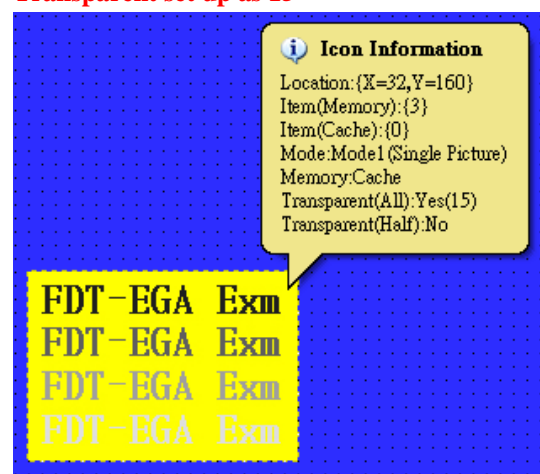


Can recognize whether transparent set up ok by picture message ◦

Transparent set up as 8



Transparent set up as 15





Smart Graphic Module

3.Transparent Example : Make picture in Icon area transparent can see the background, total 16 levels (0 – 15),, The different transparent effect can be seen from below picture (0,1,2,3, 4.....15)



Note : this picture was photographed real article from real Smart Graphic Module ◦

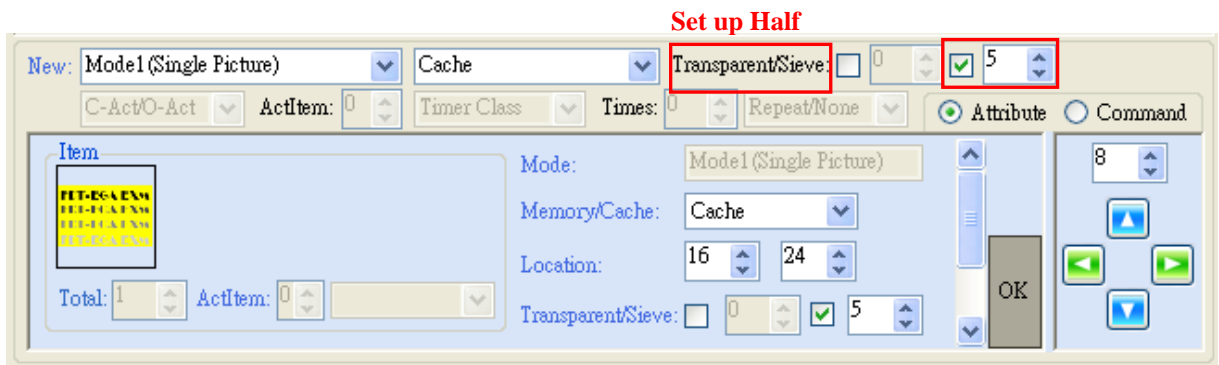


Smart Graphic Module

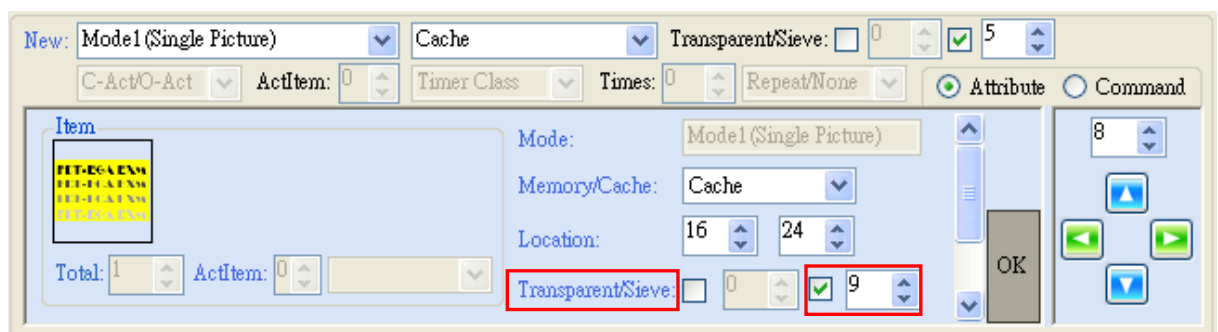
◆ Sieve :

Sieve can filter out the darker area of Icon pictures in order the background can be clearly show up.

1.Sieve set up process can refer to transparent set up process



2.Sieve modification process refer to transparent modification set up °

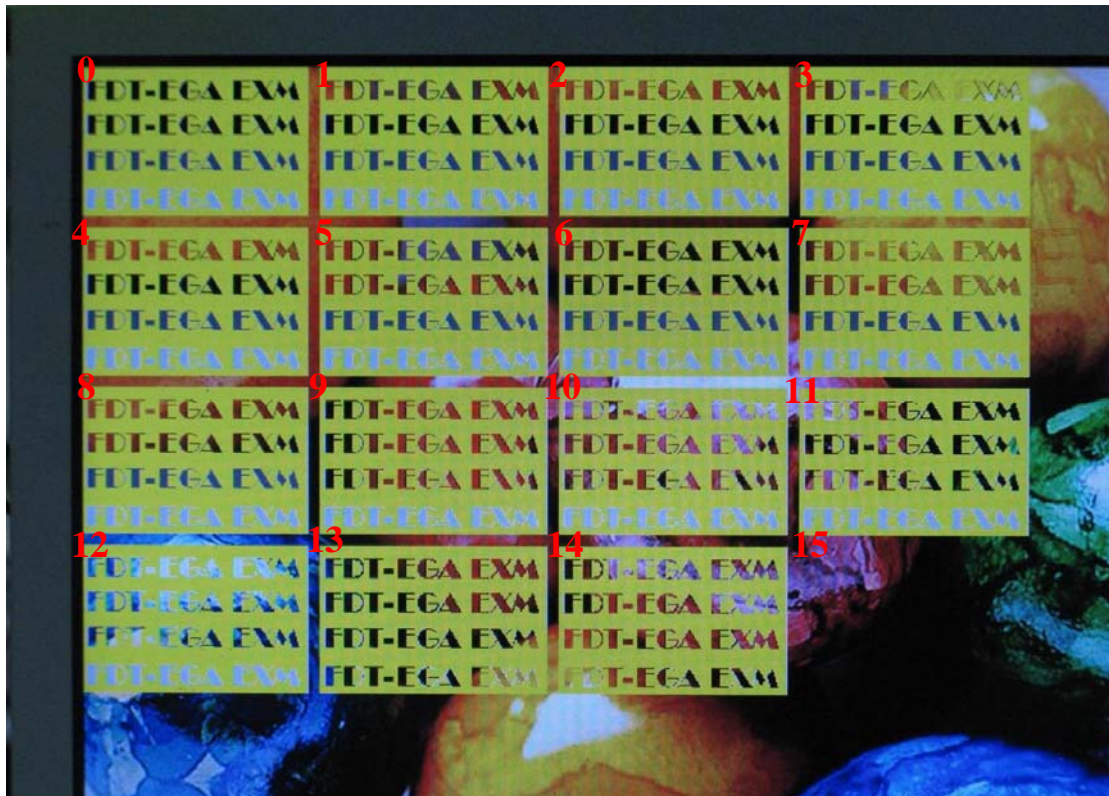


**Set up Half from here on picture edit
area**



Smart Graphic Module

3. Sieve example : took out those pictures with certain brightness, the darker area will be erased firstly, below pictures showing the transparent difference:
(0,1,2,3,.....15).



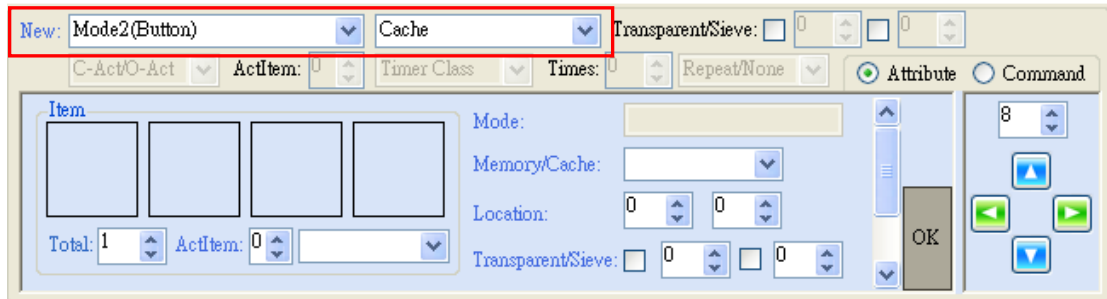
Note : this pictures was real article photographed from Smart Graphic Module ◦



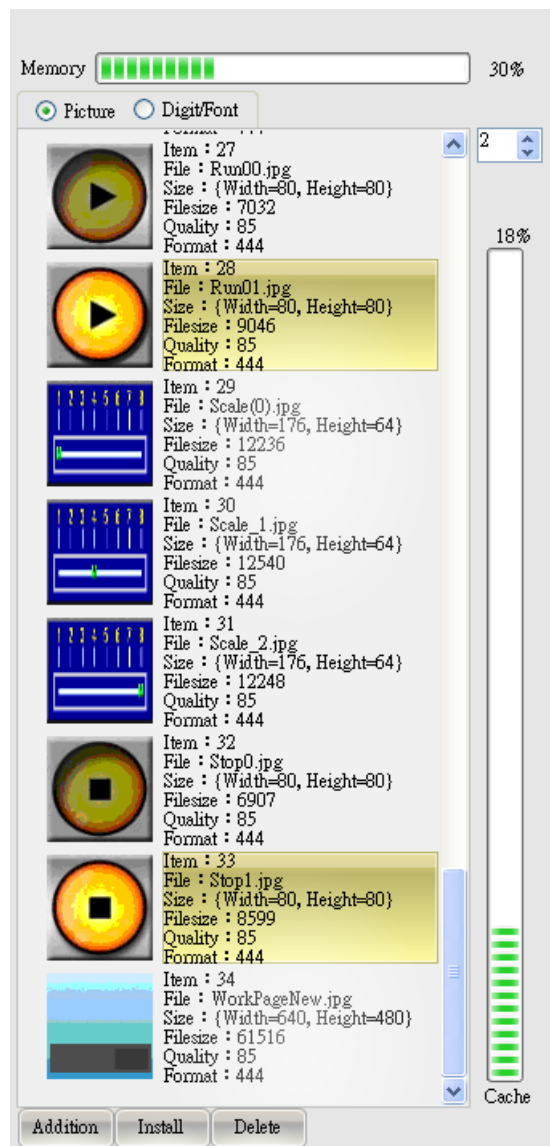
Smart Graphic Module

(7) Mode2(Button) button set up : 2 pictures selected at the same time is a must.

Set up property area: 'Model(single picture)', 'Cache'.



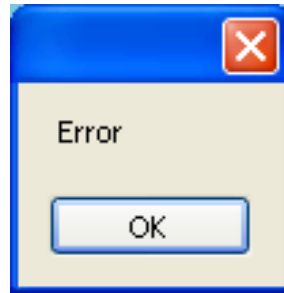
The second picture use Ctrl+left mouse button to select, drag the picture to edit area



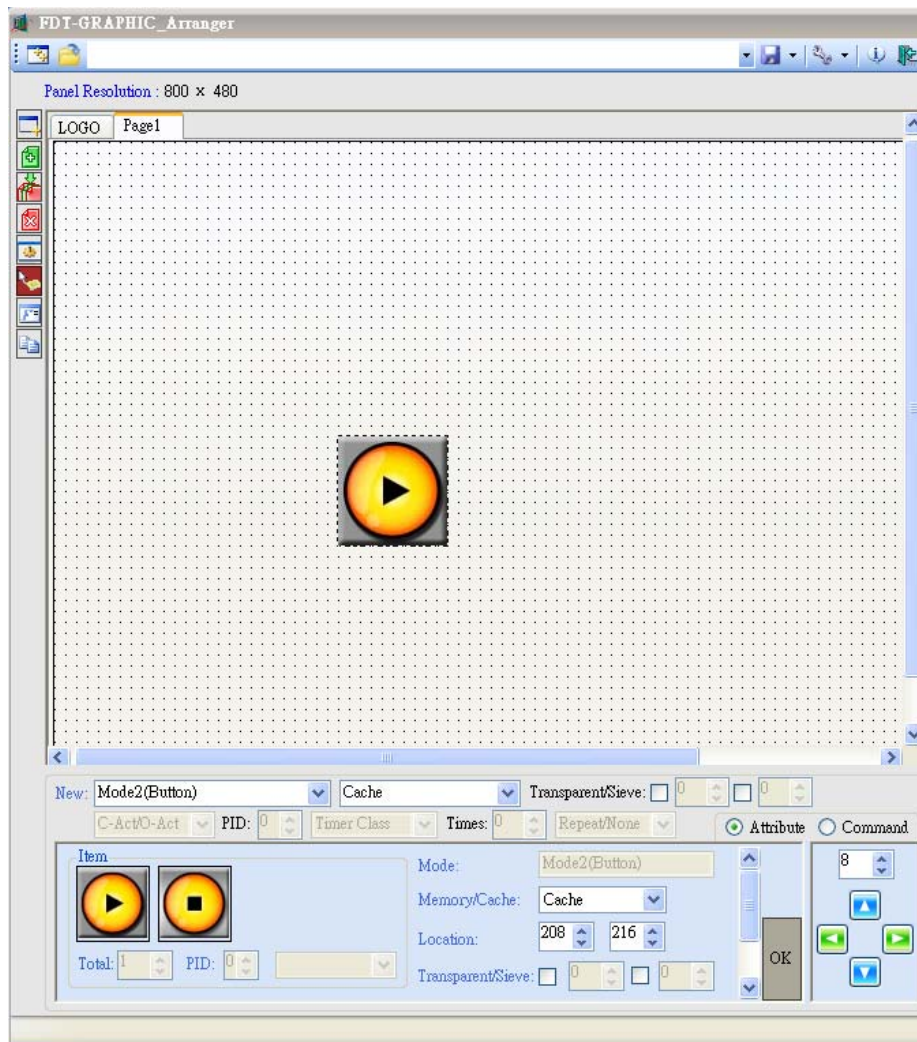


Smart Graphic Module

Note : without selecting 2 pictures at the same time an error will appear upon dragging



Page 1 will appear the button picture selected.

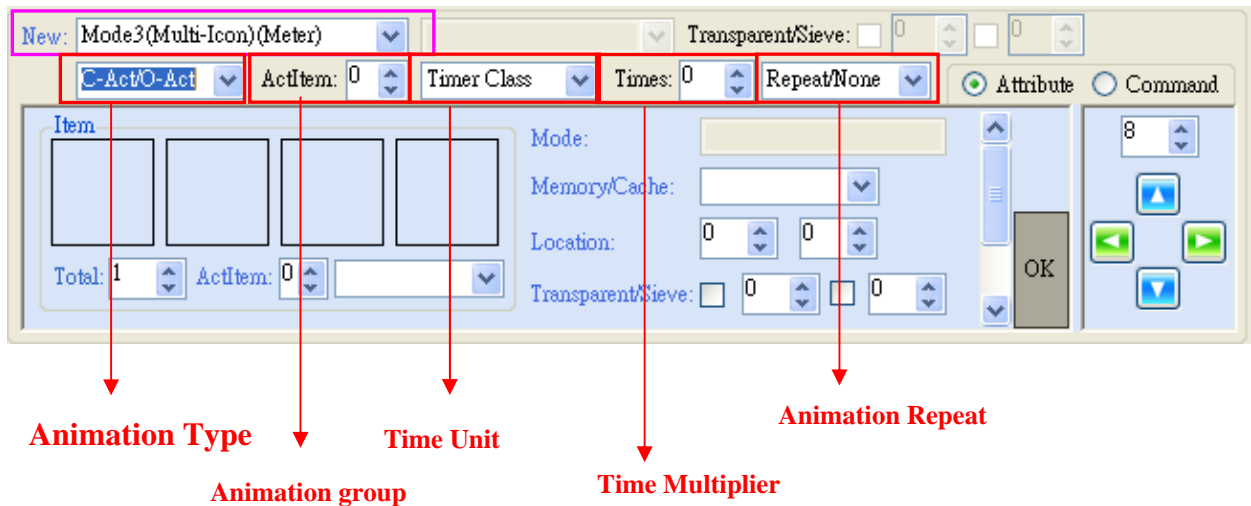


Note : Model 1 and Model 2 can be set up transparent but due to model 2 include 2 pictures overlapped therefore the transparent effect is not clear ◦

Smart Graphic Module

(8)Mode3(Continue Icon)(Meter) : Animation set up

Select “Model3(continue Icon)(Meter), Select “Cache”



1. Animation Type: include Sequence (continuous) and Order(designated) 2 types.
2. Animation Group: One page only support 4 groups (No. 0-3), error will appear if group number duplicated.
3. Time Unit : 2 types
 - (1) Timer ClassA :1/20 sec (50ms)
 - (2) Timer ClassB:1 sec
4. Time Multiplier :

Note :

1.Time for changing picture = (Timer/Class) x Time Multiplier

Exp : Timer/Class: Timer ClassA Times:10

Time for changing= Timer ClassA(1/20secx10)= 1/2sec

2. Time for changing pictures may cause error by Smart Graphic Module CPU load. °

3. Arranger cannot simulate animation effect, can only display by Smart Graphic Module.

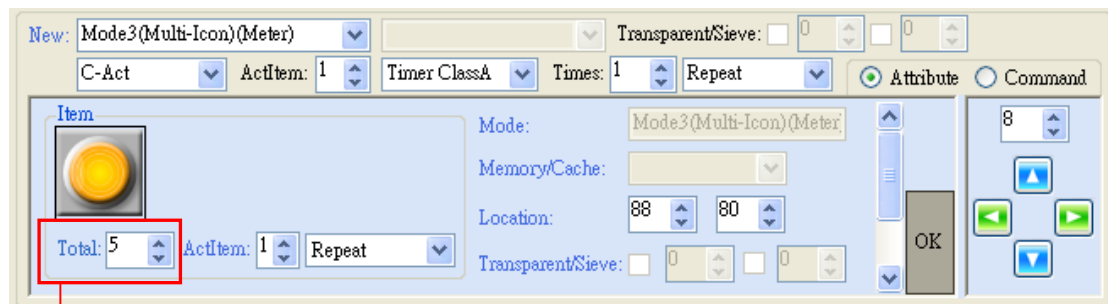
5. Animation repeat function : Repeat/None.

Smart Graphic Module

◆Sequence:Continuous Animation

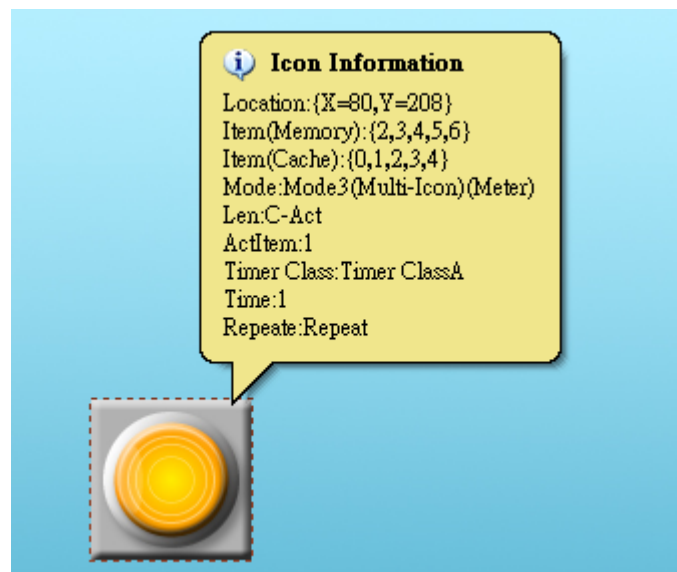
Exp :

Define properly parameters, drag the first picture to edit area > go to picture modification > set up quantity of animation pictures, maximum 64.



Set up quantity of continuous animation

Continuous animation pictures number must put under 'continuous' place then click 'OK' complete the set up process. Arranger cannot simulate animation pictures effect, only can do by Smart Graphic Module. But still can refer to Icon information as below:





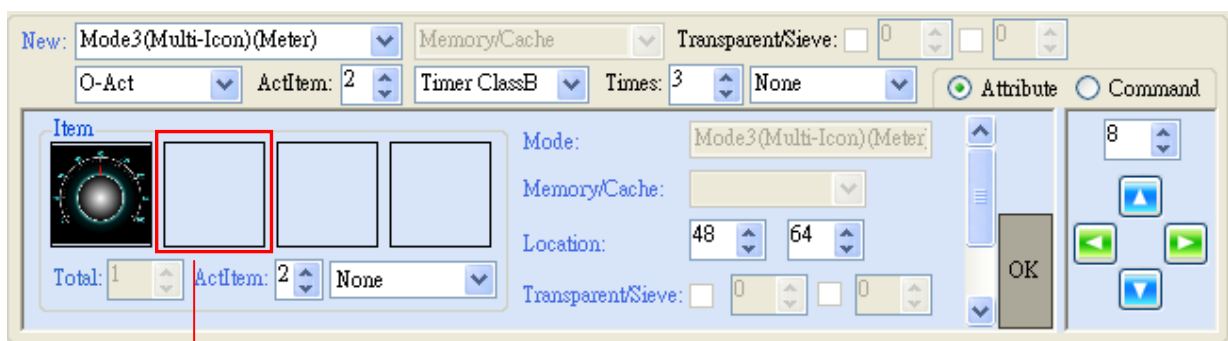
Smart Graphic Module

◆Order : designated animation picture can choose any picture from ‘picture memory area’, maximum 4 ◦

Exp : Set up parameters in the property, drag the pictures intend to be animation to edit area..

>Go to property pick up the other pictures.

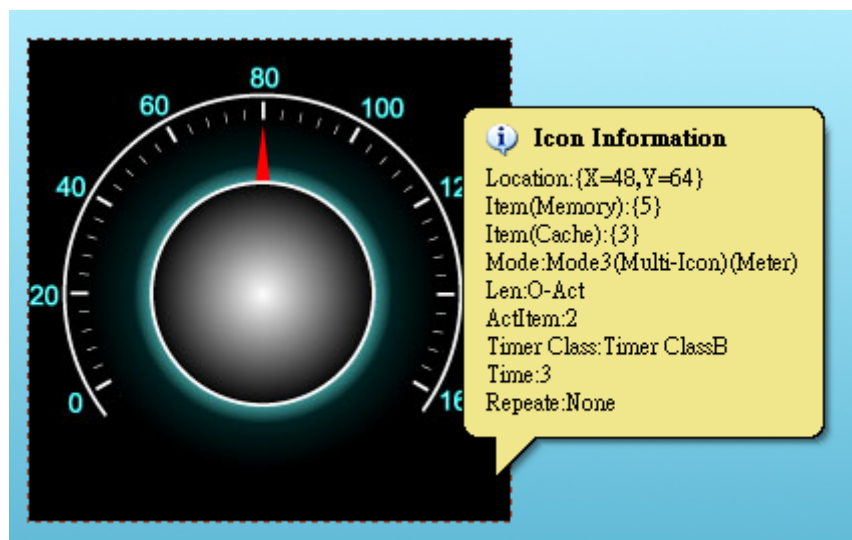
>Select pictures dragged to edit area, the “Picture status window” will appear the first animation picture.



Click blank area appear select picture window



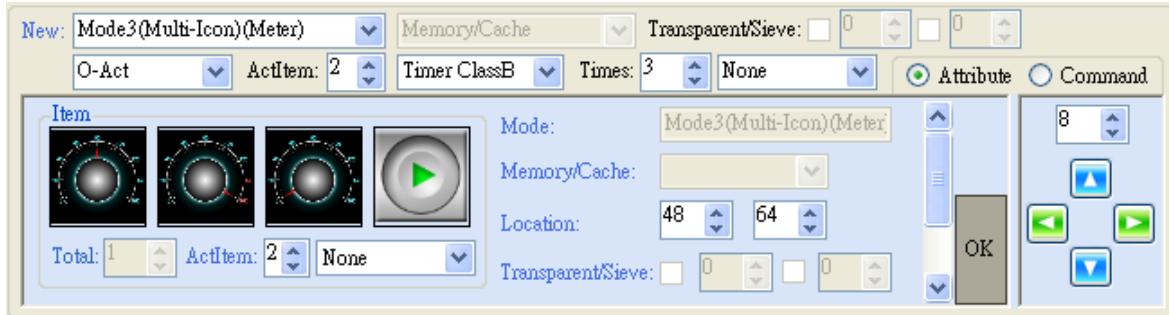
Click the blank square will appear small window (A), select number of each picture go for animation. Click OK to complete set up process. Maximum can set up 4 pictures. Check Icon information to review set up information.



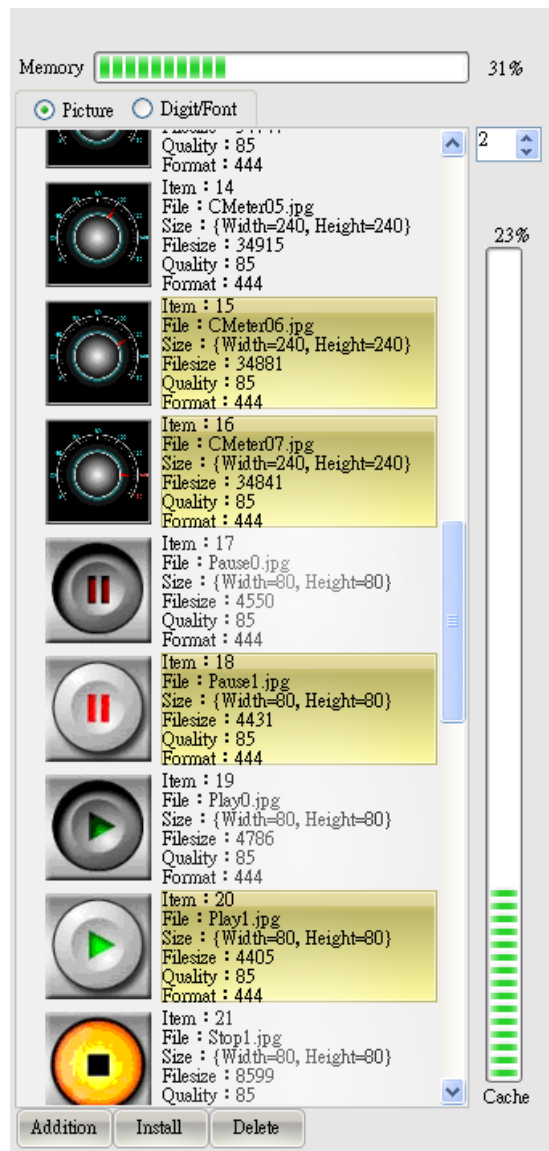


Smart Graphic Module

After set up, 'picture status window' will change accordingly

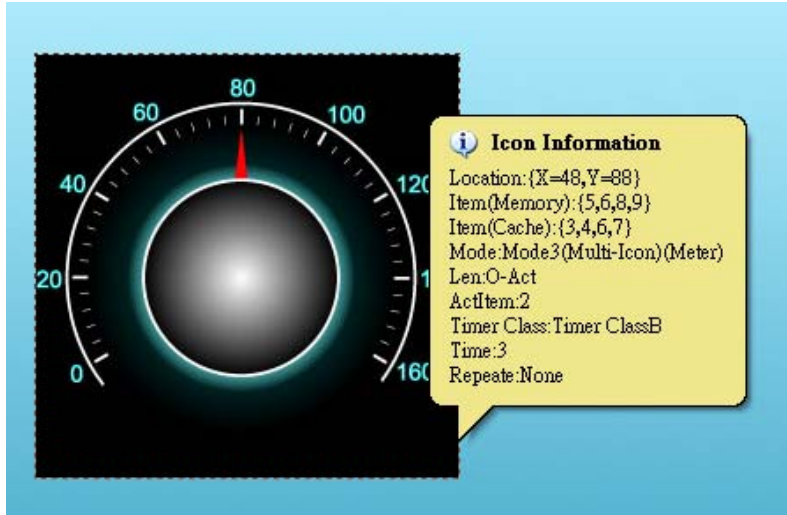


Order fast set up method: use “Ctrl+Click” randomly select 4 pictures, drag them altogether to edit area. Pictures will be placed according to their number and not the select sequence.

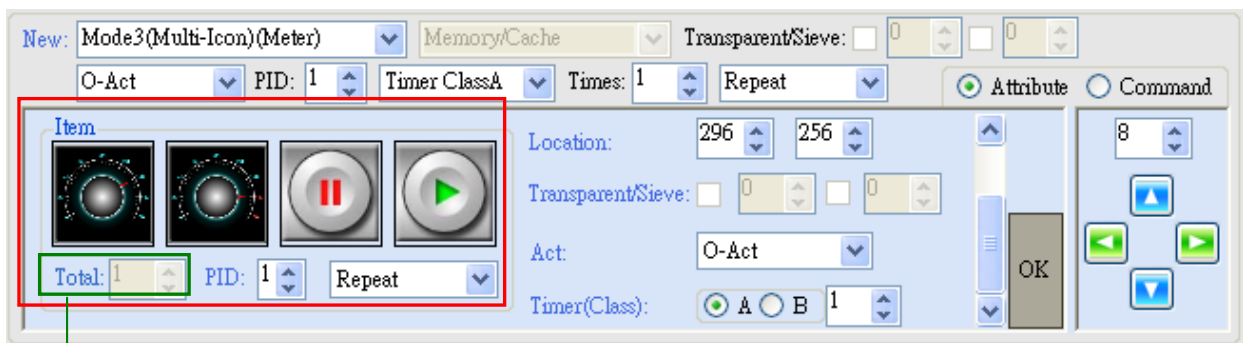
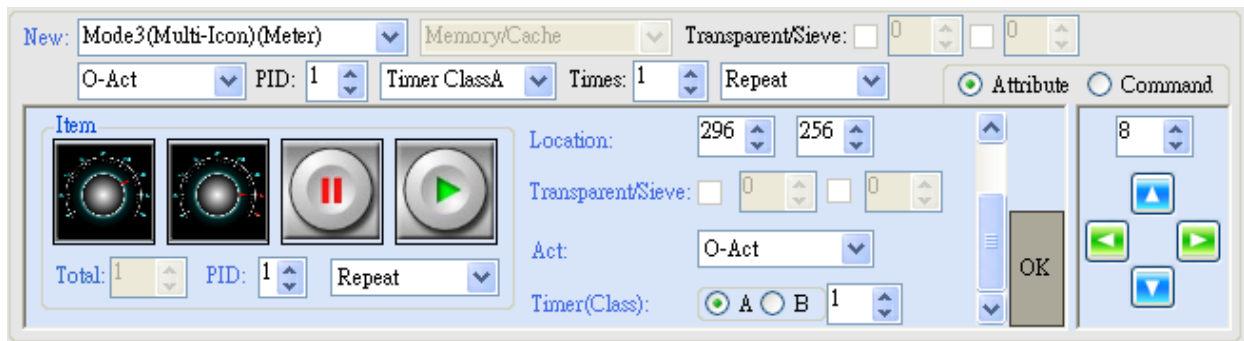


Smart Graphic Module

Picture Message



Can modify animation set up from 'picture property area'.



Total can only be set up at Sequence



Smart Graphic Module

NOTE :

1. Different animation articles on the same page should not have same group number (Actitem) otherwise the first proceed picture will be interrupted by the latter proceed pictures.
2. When animation executive start with A1 command means proceed attached picture from memory can also interrupt amination procedure.



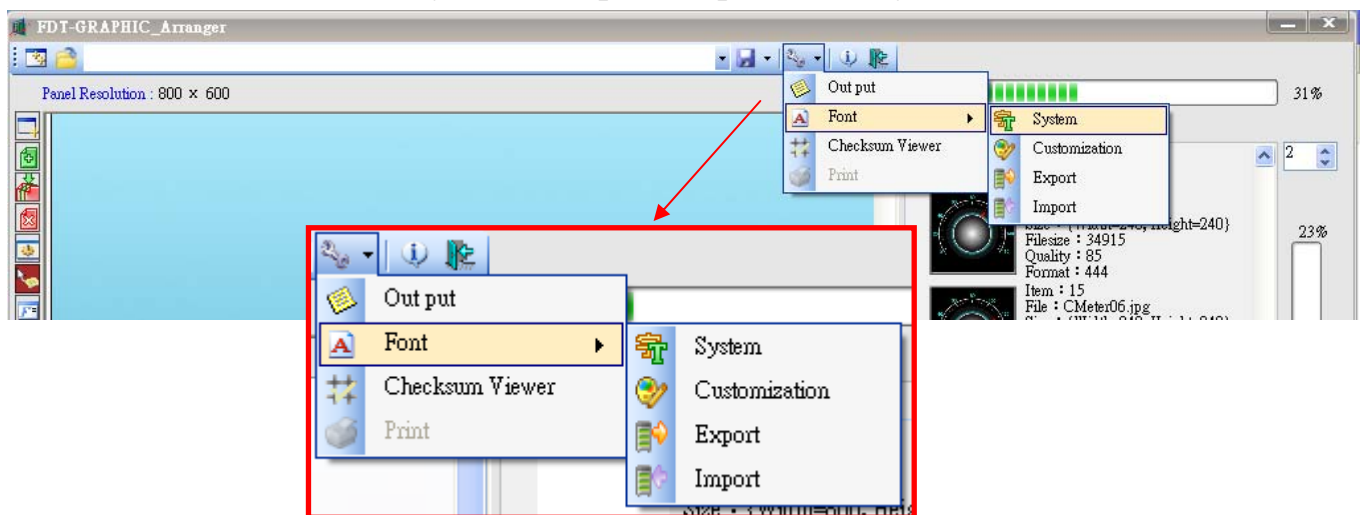
Smart Graphic Module

Chapter 4 Create Font Library

※ Due to character gallery will be automatically download to Cache (not PC cache) together with Icon and also the memory capacity is limited gallery should put those frequently use characters to avoid memory shortage. We suggest to use English and Japanese set up gallery, Chinese should use drawing software (MS PAINT) to build up character labels.

1. Create library by system font

Select 'Tools' > Select 'System' to open Graphic font (System).



Function List :

System: Build up system characters

Customization: Build up Art characters

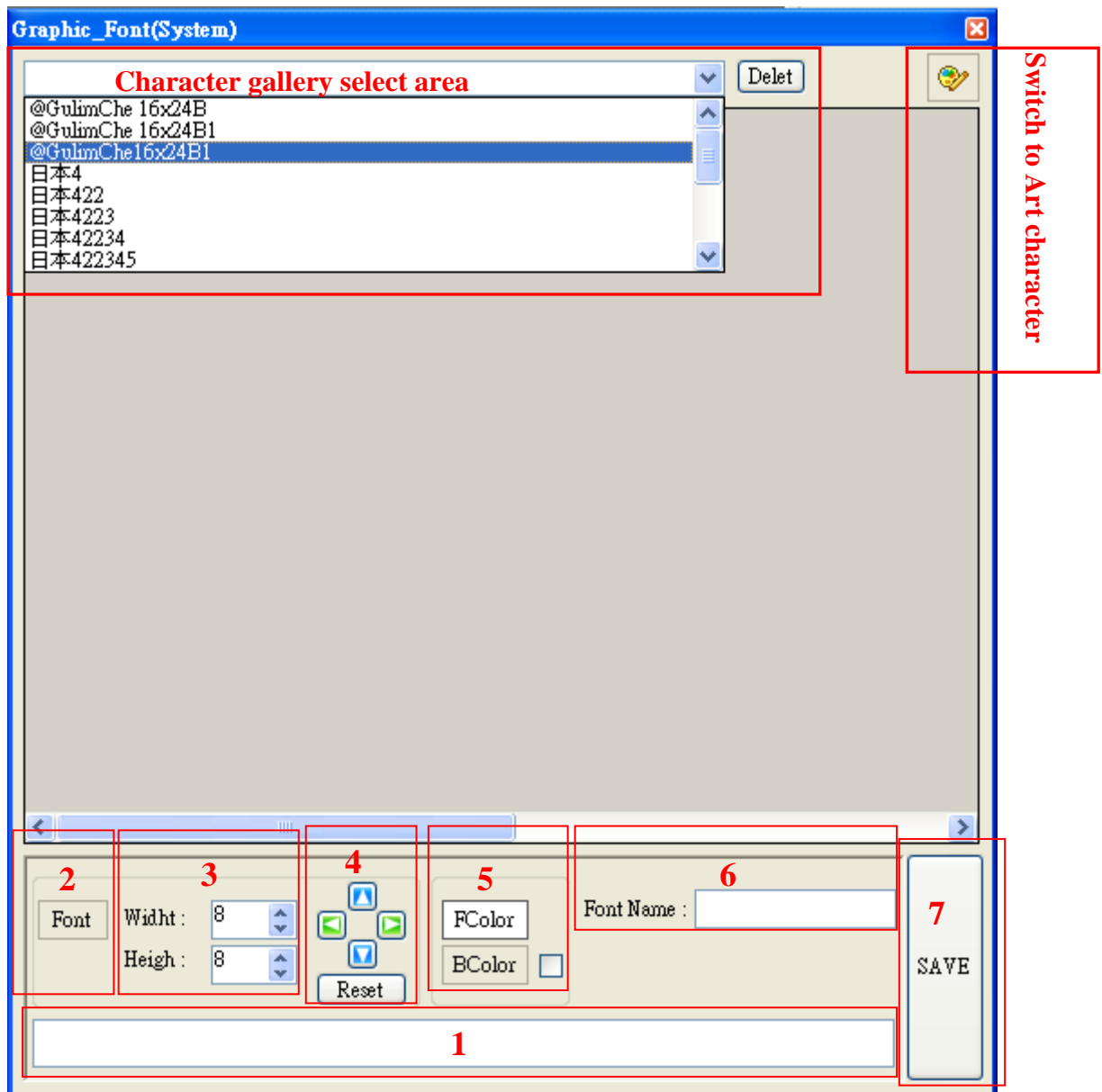
Export: export character files

Import: import character files

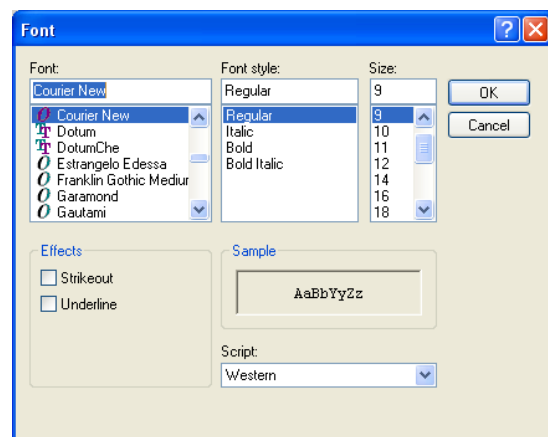


Smart Graphic Module

Window for setting up character gallery :



1. Input character
2. Select letter size and type
3. Adjust size of character
4. Adjust character location
Rest: recover to original character location
5. Select color for character/background
6. Set up file name of the character gallery
7. Save character gallery





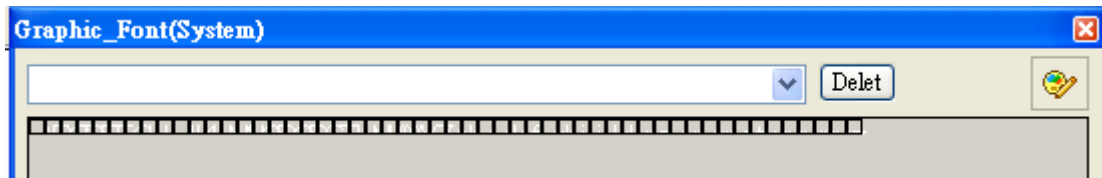
Smart Graphic Module

Exp: Edit one English character gallery

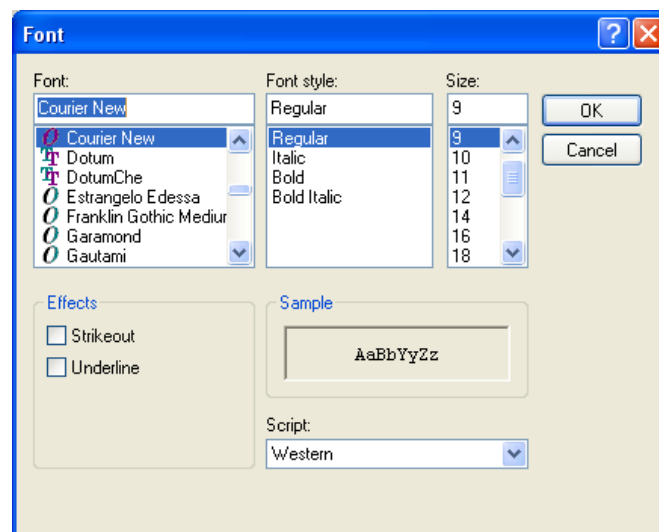
Step1 、Input English 26 letters (A, a, B, b, C, cZ,z)

Step 2 、 Set up file name and save

All letters will appear in the display area



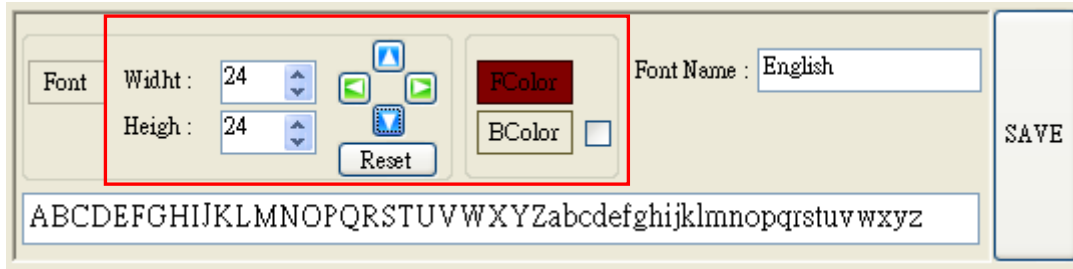
Step 3 、 Select letter type and size



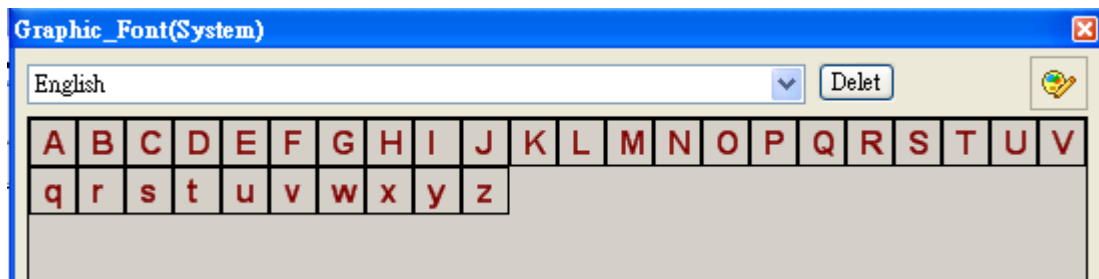


Smart Graphic Module

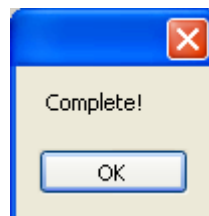
Step 4 、 Select color and adjust size of word box and word location characters will change in the display area according to parameters



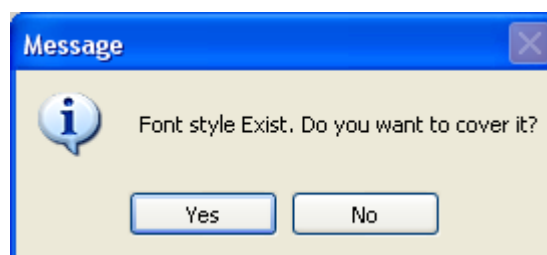
Characters will change in the display area according to parameters



Step 6 、 Click 「SAVE」 to complete the set up

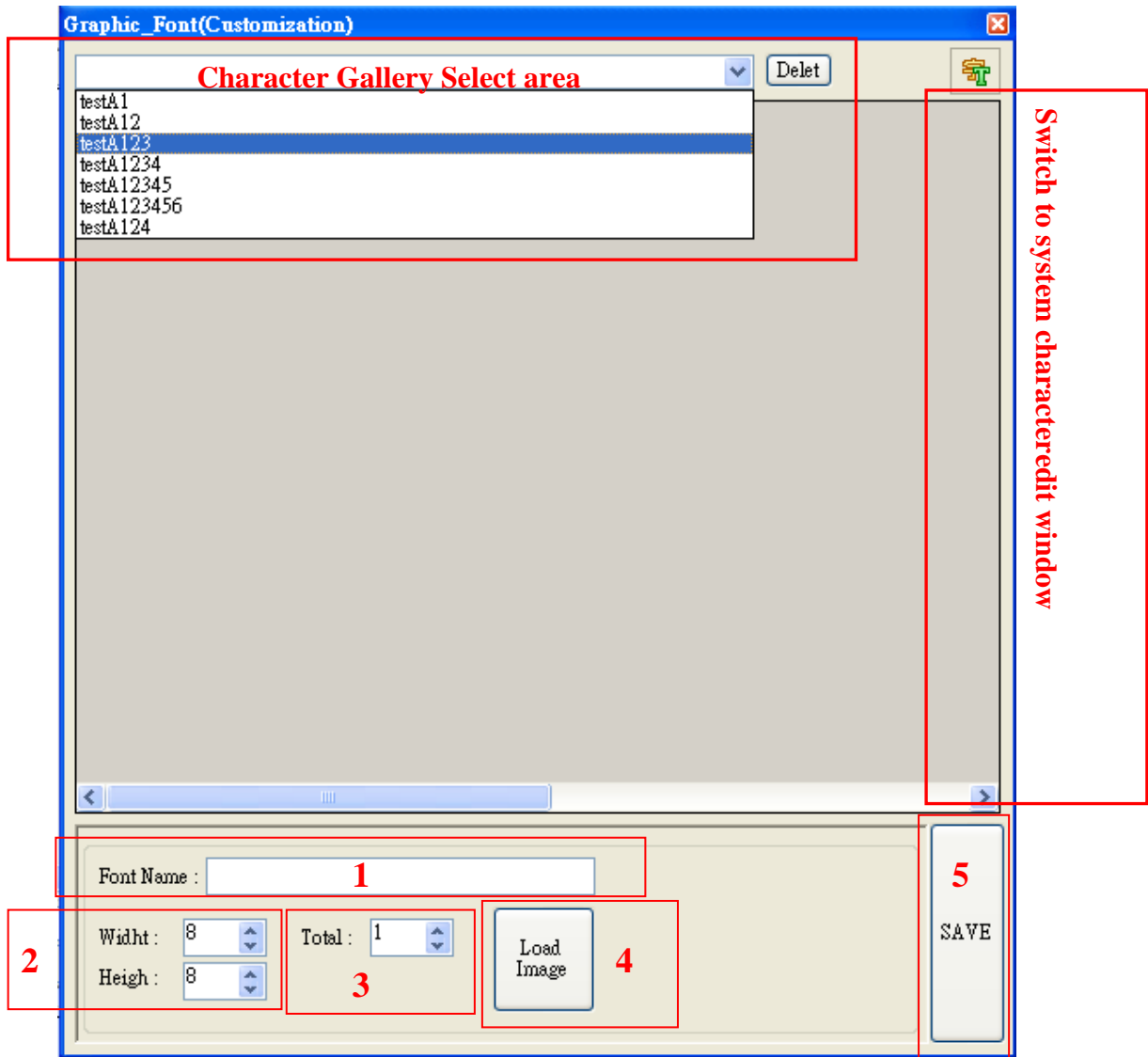


To modify the character gallery only need to re-name the gallery and click SAVE to complete modification; or remain the original name click SAVE, message will appear: “Font Style exist. Do you want to cover it?” Click ‘Y’ to save this modification.



Smart Graphic Module

2.Create library by professional software



1. Set up character gallery file name
2. Adjust size of the word box
3. Select squares quantity of the box
4. Read in Art character files from drawing software

※ The character symbols set up by user, resolution range(L:1~4095 ; W:1~1024) , value need to be 8*n Value.

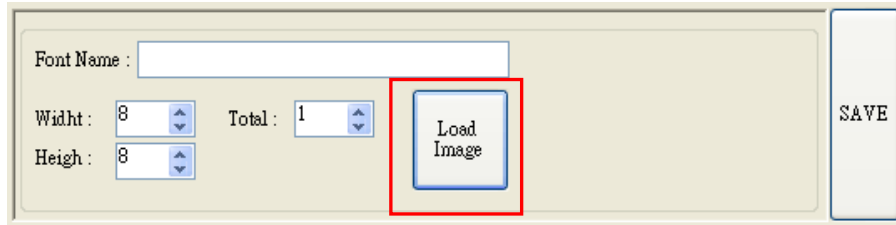
5. Save Gallery file



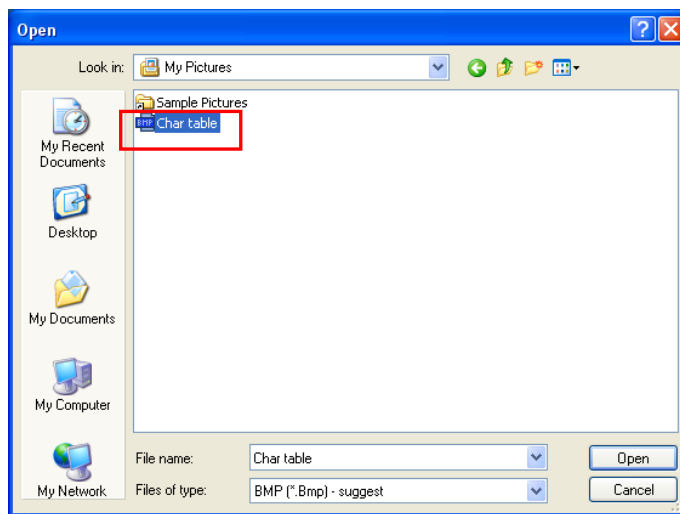
Smart Graphic Module

Exp: Edit one Art Character Gallery

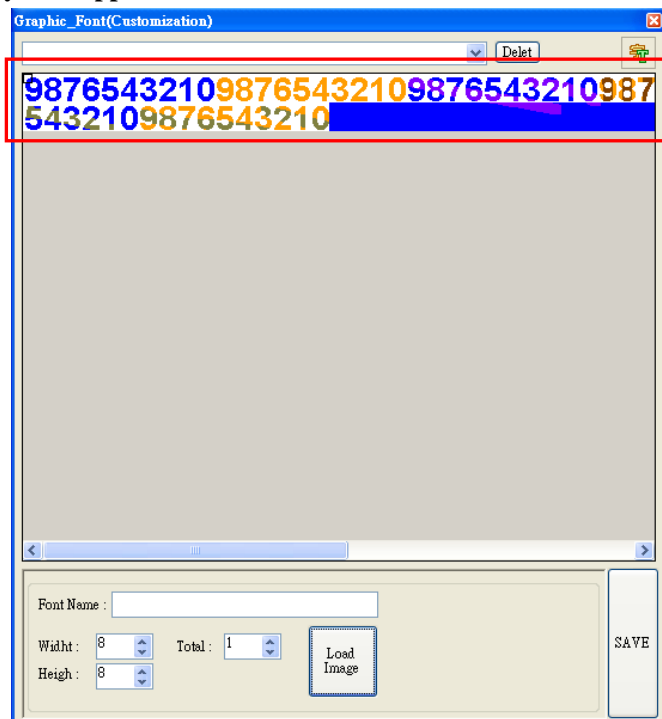
Step 1 、 Select 'Load Image', read Art Character files from drawing software



Appear start window:



Display area appear Art Characters:





Smart Graphic Module

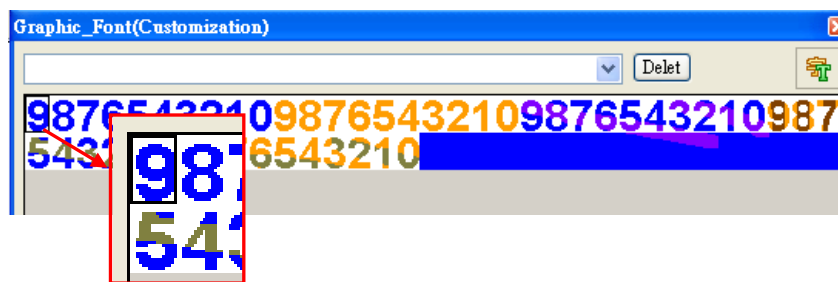
Step 2 : Adjust size of word box

Font Name :

Width : 16 Total : 1 Load Image

Height : 24 SAVE

Adjust word box to fit art character:



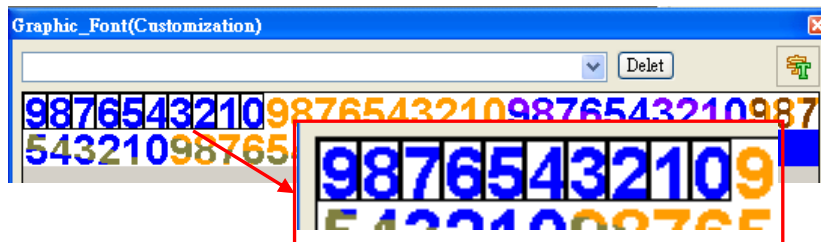
Step 3 、 Select squares of word box

Font Name :

Width : 16 Total : 10 Load Image

Height : 24 SAVE

Word box increase:



Step 4 、 Set up files names and click save to complete this edition

Font Name : 美工文字

Width : 16 Total : 10 Load Image

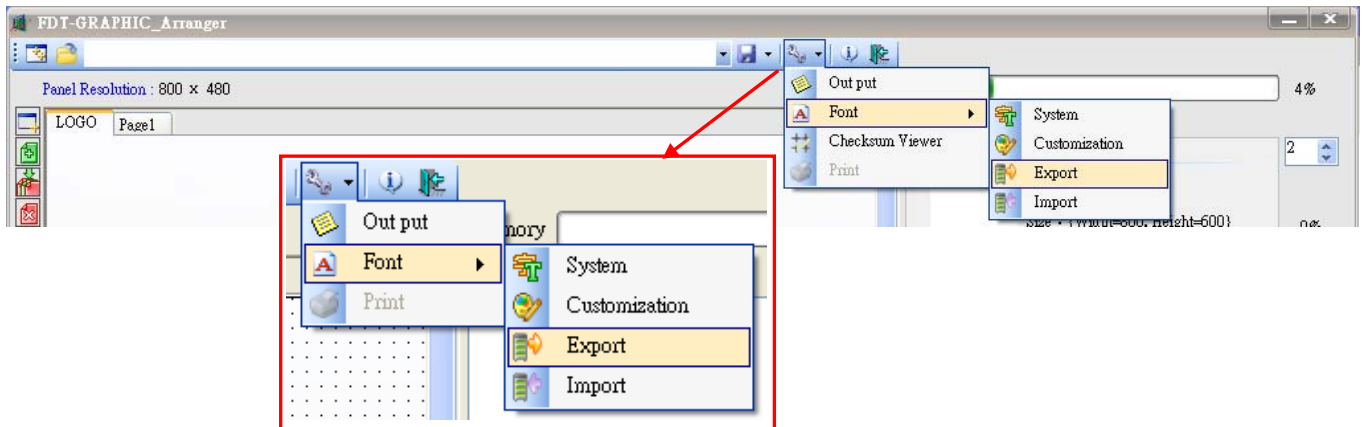
Height : 24 SAVE

Smart Graphic Module

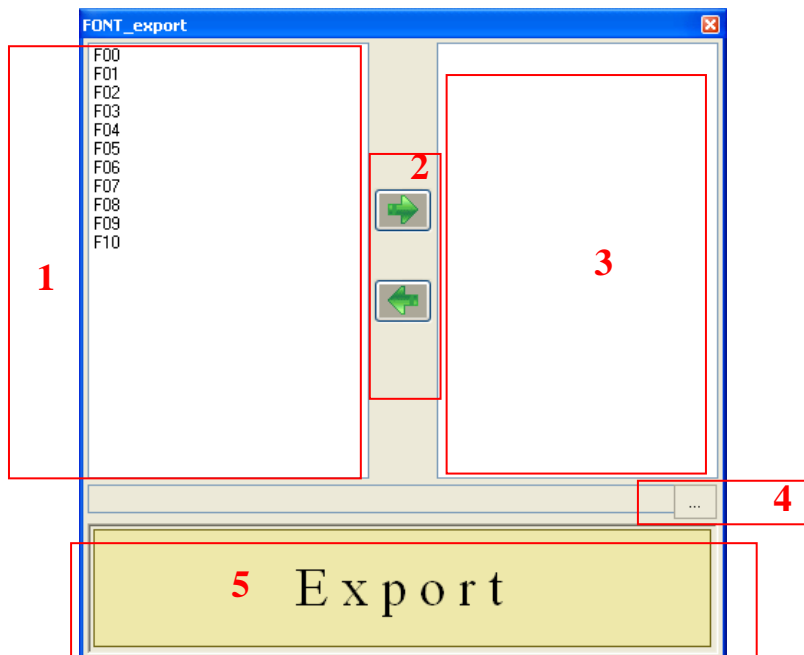
3. Export/Import font library

(1) Export

step 1 、select 「Tools」 , select 「Export」 export file of character gallery



Jump out selected gallery:

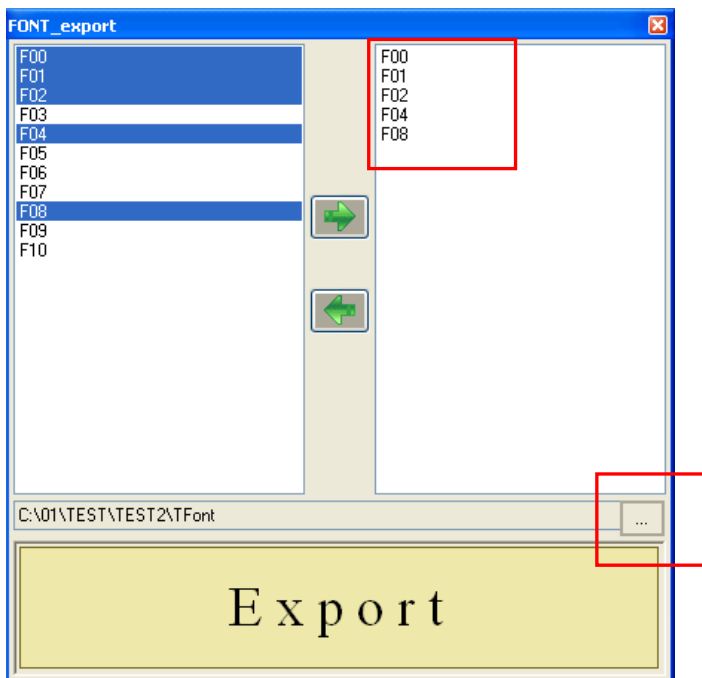


1. All galleries already set up
2. Select/Cancel
3. Gallery stand by area
4. Save files
5. Export button

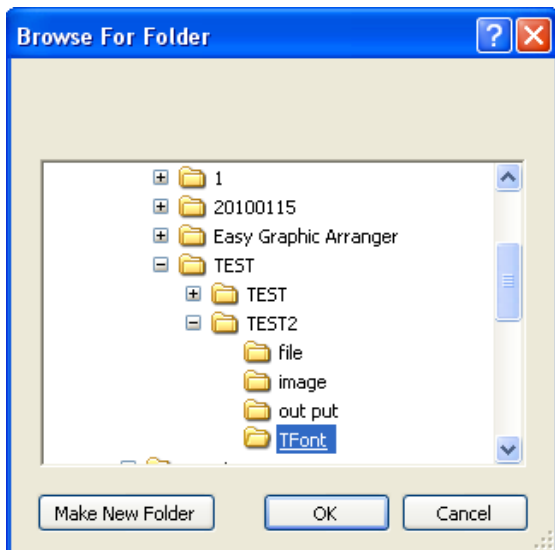


Smart Graphic Module

Step 2 、 select export character gallery



Step 3 、 Select location for saving files



Step 4 、 Click 「Export」 to export files



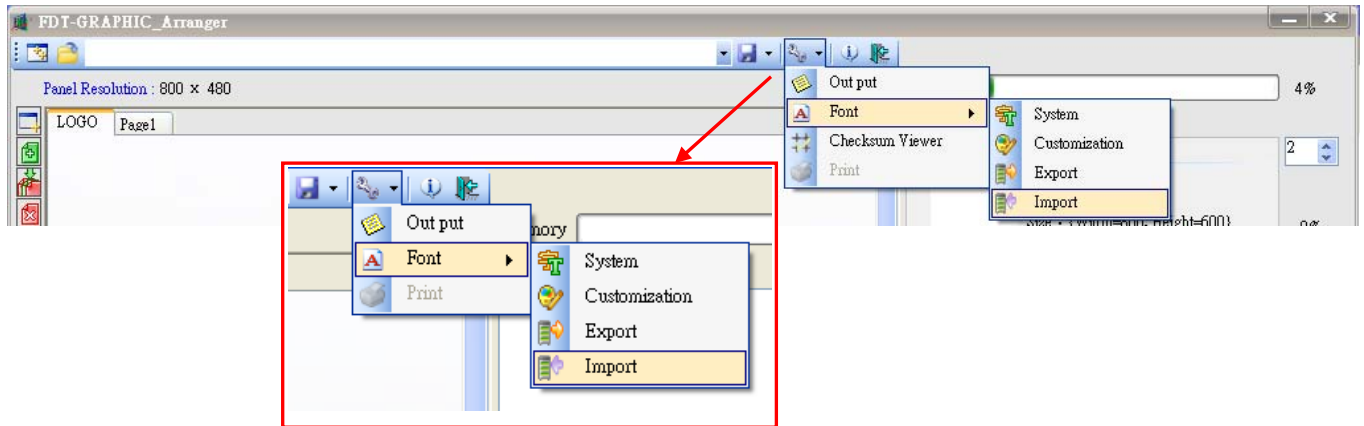
Export file name 「FDTfontDB.dbm」



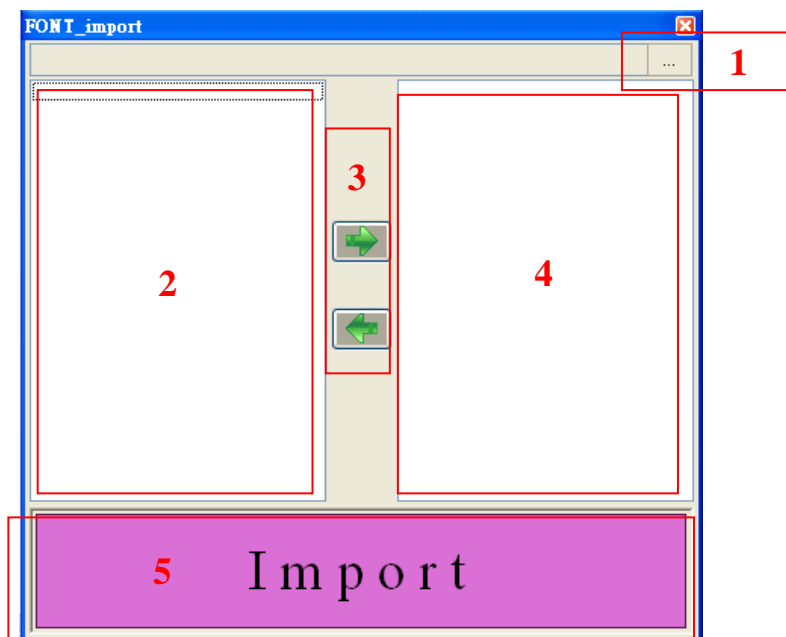
Smart Graphic Module

(2) Import Character Gallery

Step 1、Select 「Tools」，Select 「Export」 to export character gallery files



Window appear character gallery to export:

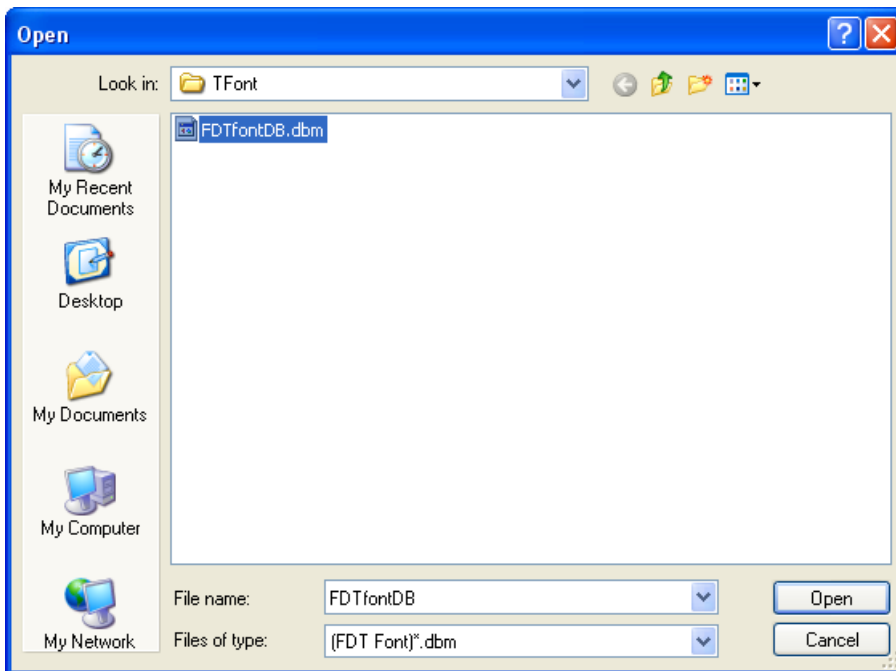


1. Open files
2. Character Gallery files
3. Select/Cancel
4. Gallery stand by area
5. Import button

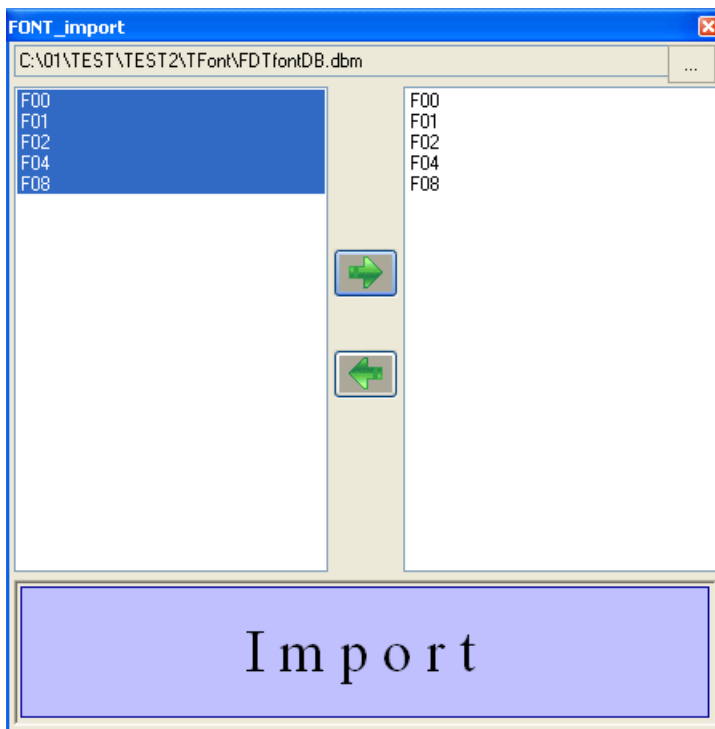


Smart Graphic Module

Step 2 、Open 「.dbm」 gallery file



Step 3 、Select character gallery to import



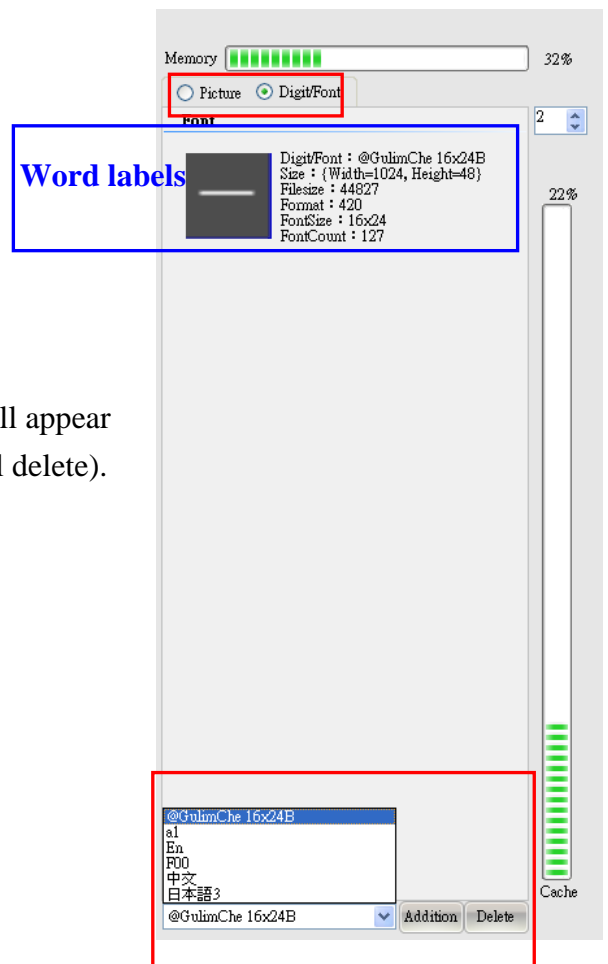
Step 4 、Select 「Import」 to import character gallery



Smart Graphic Module

4. Edit present words

After complete character edition, close character gallery window, go back to API editor home page, select 'Digit/Font' to enter character memory area.



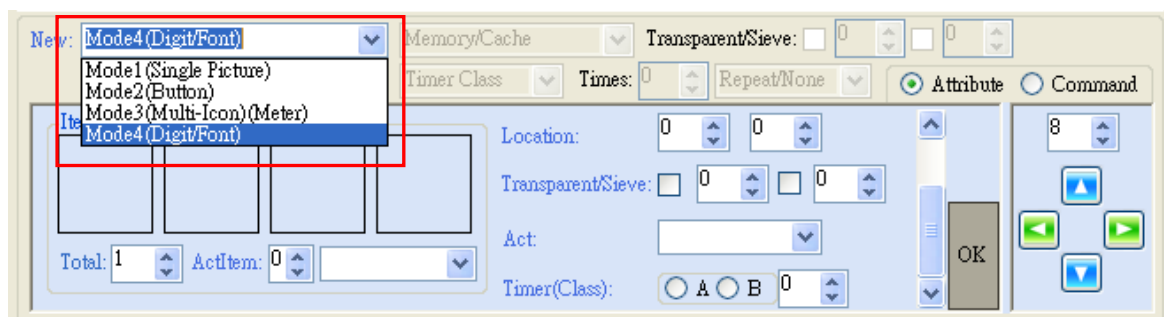
Step 1 、

Select one character gallery>select 'ADD', gallery area will appear
Character labels>select character labels, (select 'DEL' will delete).

※ Character labels cannot be deleted after dragged to edit area.

Step 2 、

Go to Property, select 'Mode4(Digit/Font)'



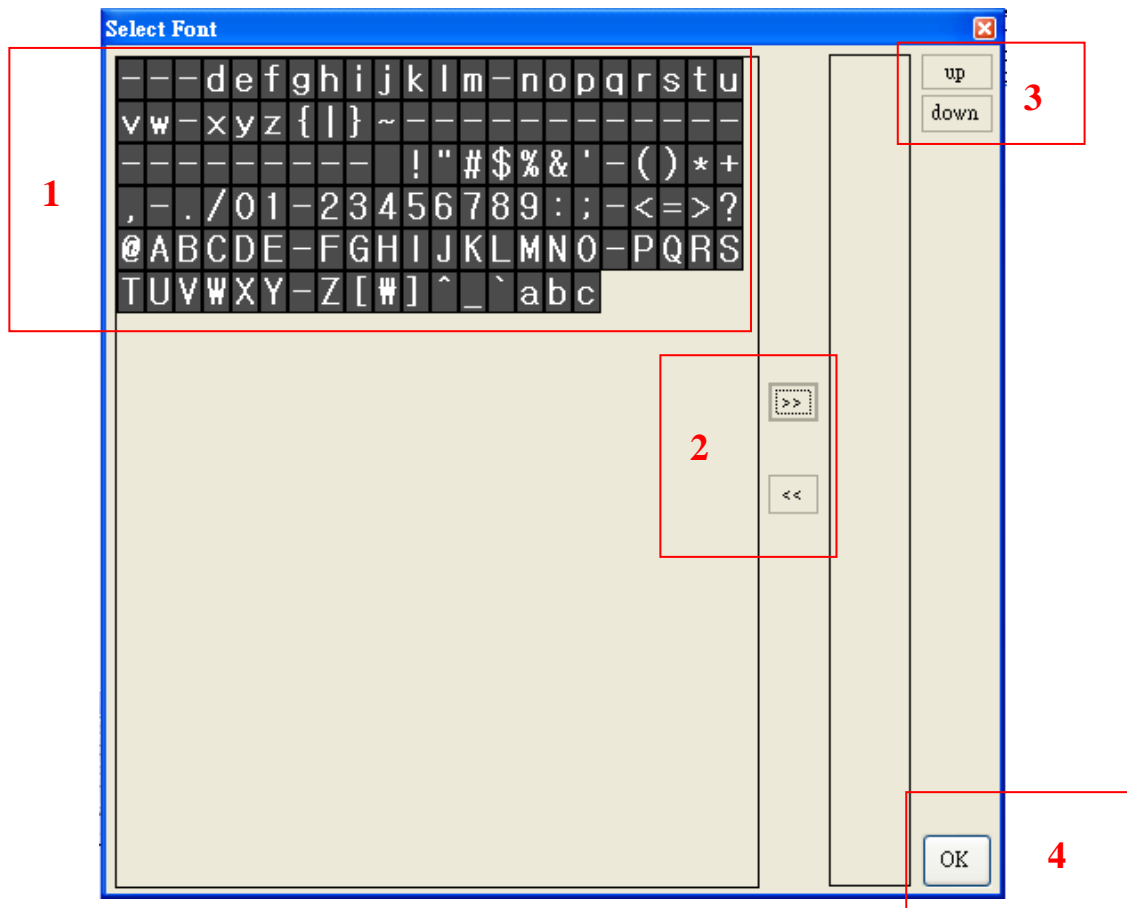


Smart Graphic Module

Step 3 、

Go to character memory area, select and drag character to edit area, then will appear: °

‘Select Font’ window appear:

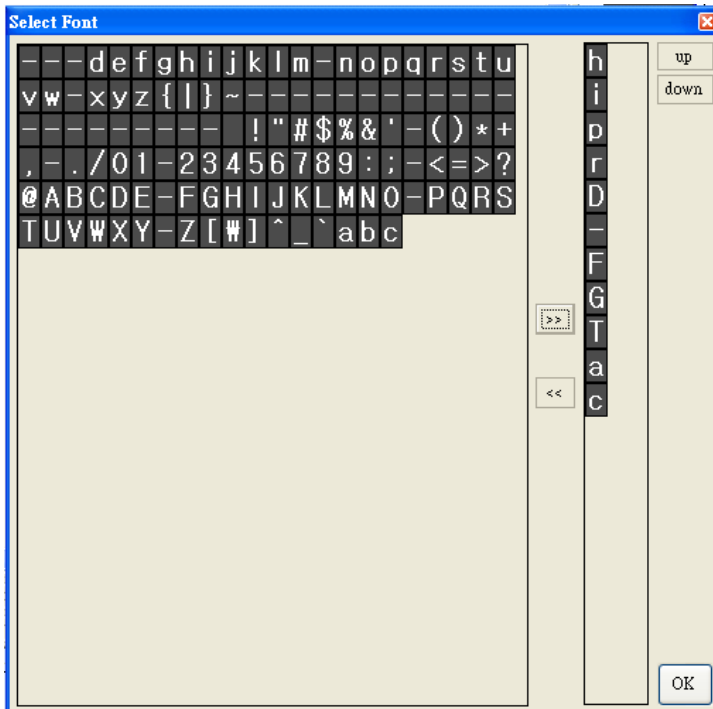


1. Gallery contents
2. Ins/Delete button
3. Adjust sequence of the words (from left to right)
4. Confirm export button

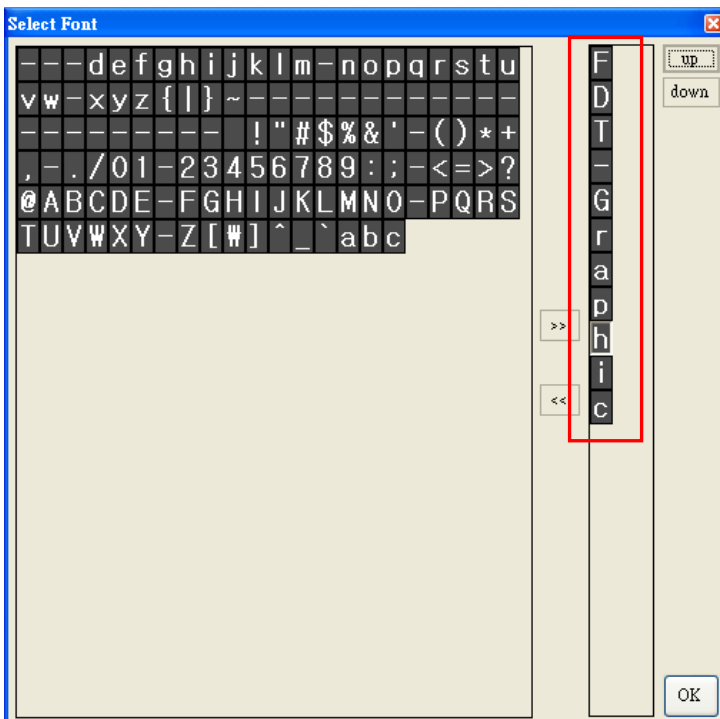


Smart Graphic Module

Step 4 、 Select characters to show on edit area (max. 16 letters)



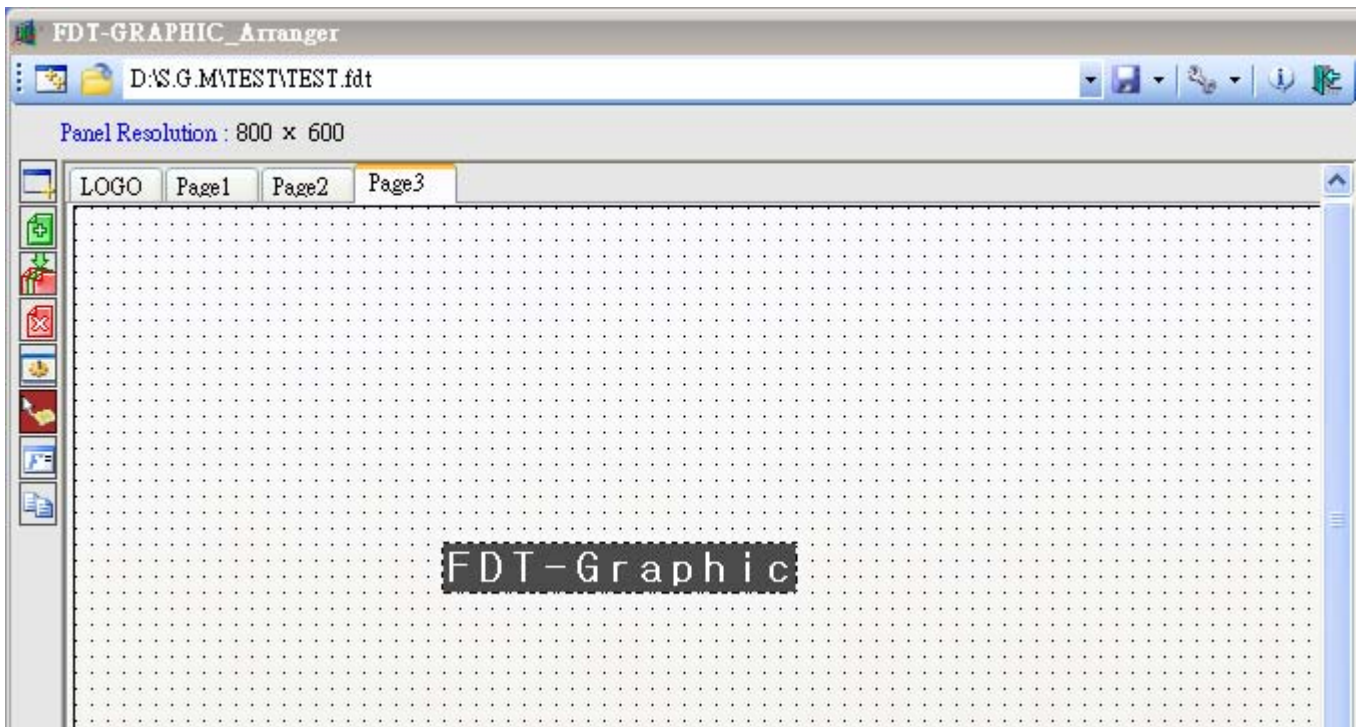
Step 5 、 use 「up」 and 「down」 to adjust words location 。





Smart Graphic Module

Step 6、 Click 「OK」 to complete , character now appear in edit area





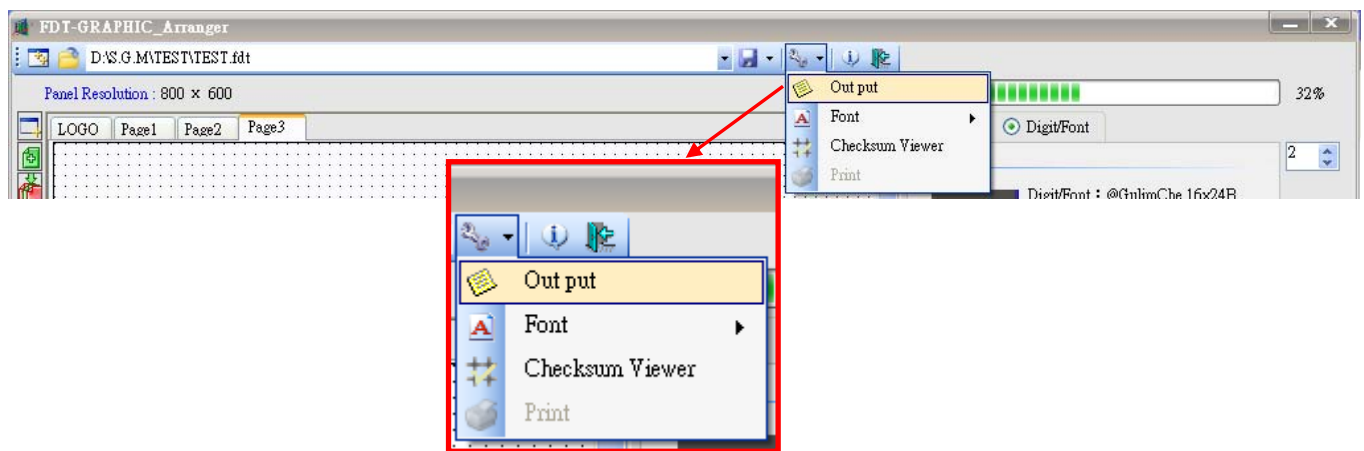
Smart Graphic Module

Chapter 5 Easy Graphic Arranger Simulation link test

After completed Easy Graphic Arranger design, use Pc AND smart Graphic Module to proceed connection simulate function act as control device, sending command packet to Smart Graphic Module by which to check whether Easy Graphic Arranger running accurately.

1.Export project picture library

Step 1 、 After located picture, icons, select 'Tools', select 'Output' to export project files



Step 2 、 Go out from export project window

1. Mode:

- 「Image」 : export picture gallery files (*.BIN)
- 「Protocol」 :export character gallery addressing programrevised file (*.Fbin)
- 「ALL」 :export(*.BIN)and (*.Fbin)。

2. Protocol: open character gallery revised file

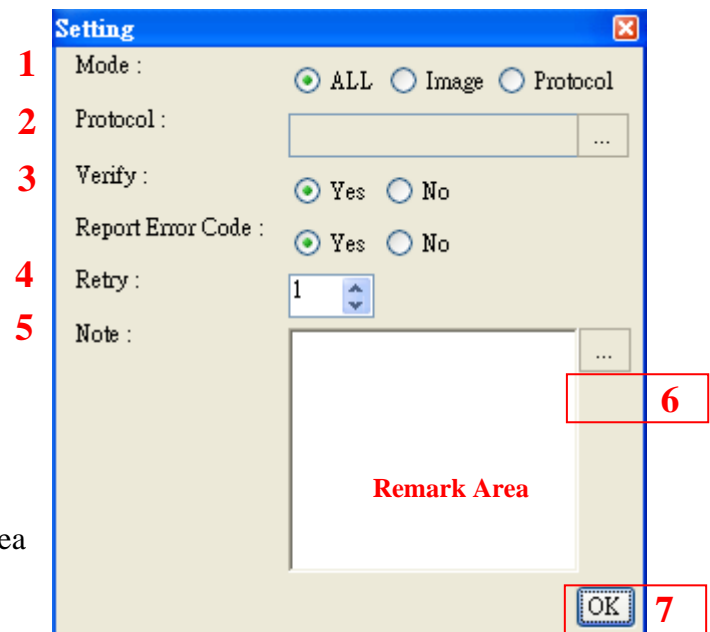
3. Verify: select whether proceed revision verification

4. Report Error Code: select whether report error

5. Retry: set up retry times

6.Read remark information(*.txt) , appear in remark area

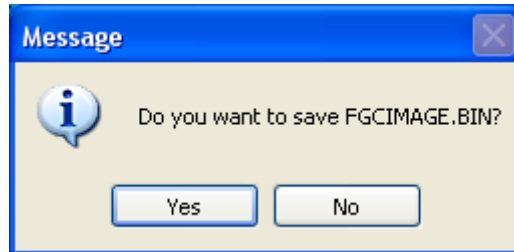
7.Confirmation button



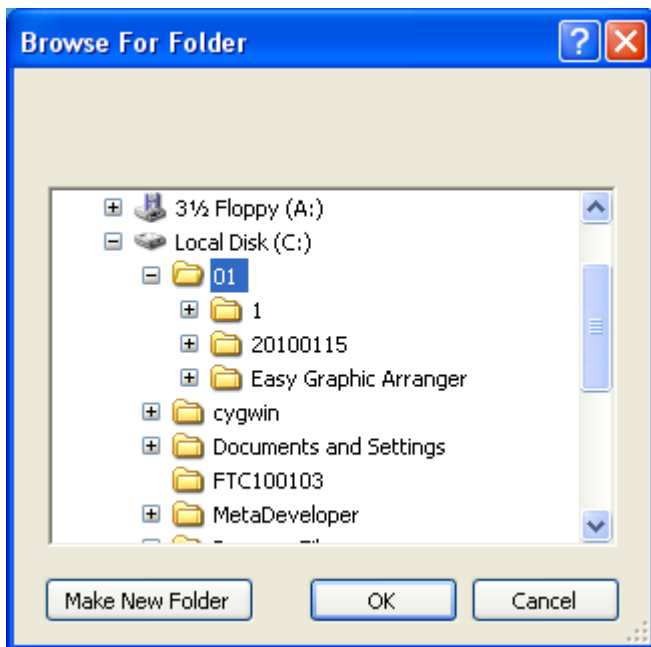


Smart Graphic Module

Step 3 · Export character gallery revision file, select “Image” and click confirm button, editor will check whether want to save file.



Select (Y) will appear saving location select window



Click confirmation button will come out file 「FGCIMAGE.BIN」。





Smart Graphic Module

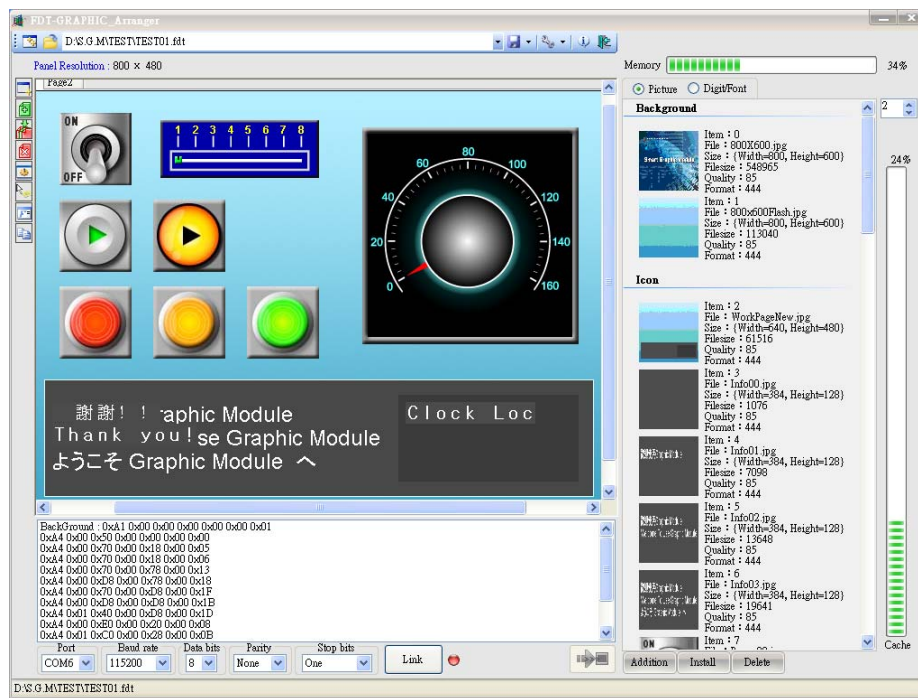
2. RS232 port setting and arranger's display window

Step 1 、 Go to edit function and Smart Graphic Module test control column,

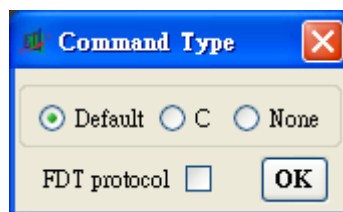
Click



Will transfer to



Step 2 、 Select UART function list 「Select command format(Page)」 , appear instruction format select window

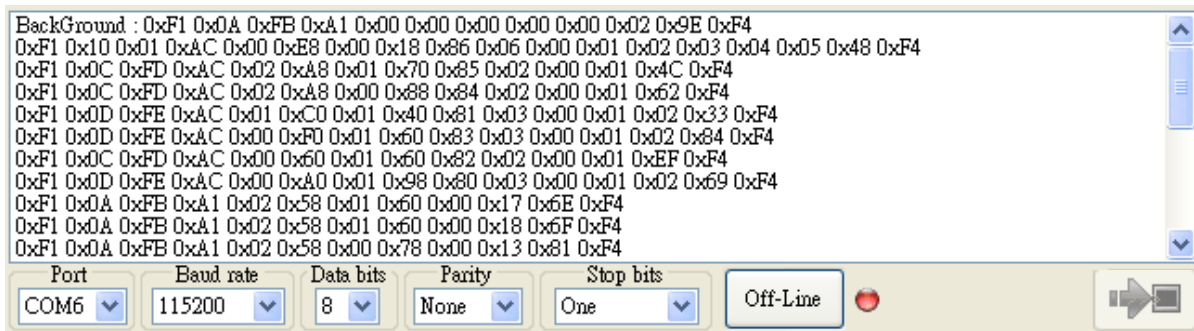


1. Default: instruction and parameter
2. C: C language format
3. None: only display the last 2 Bit
4. FDT protocol: FDT Protocol data structure format



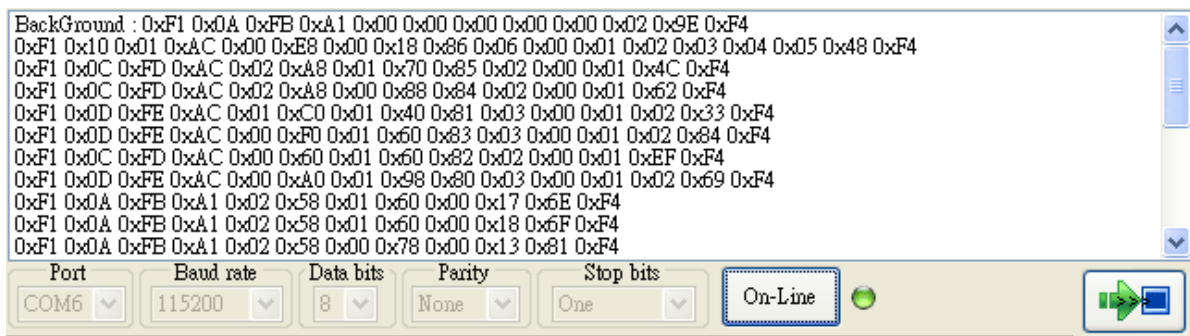
Smart Graphic Module

Step 3 、After select protocol format now go to set up instruction packet property



1. Port: follow 「Graphic Module performance Manual, attachment D」 the operation guideline, check up port number of UART signal transfer board.
2. Baud rate: 115200 Bps (N-8-1)
3. Data bits: Data 8bits ◦
4. Parity: none
5. Stop bits: 1 bit

Step4 、RS232 port setting OK , click 「Off-Line」 > 「On-Line」 , indicate light green and link the Smart graphic module.



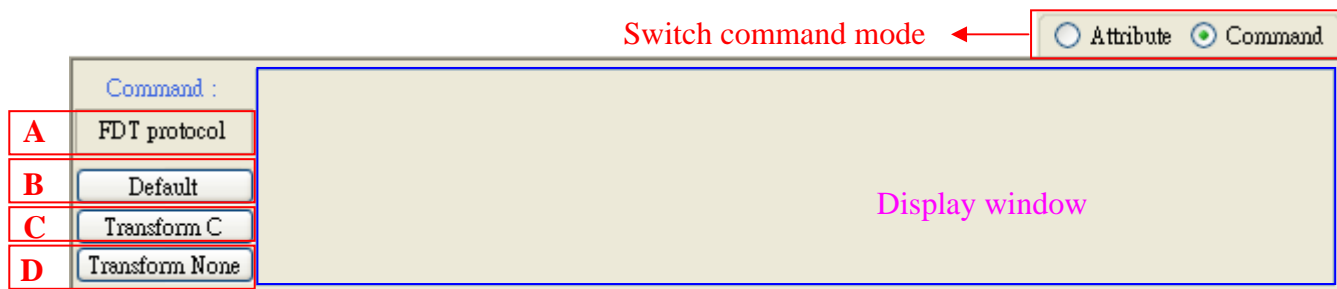
Click  send command package to Smart Graphic Module , SGM display commands effect on the screen.



Smart Graphic Module

3. UART command tool bar

Checking command: click "Command" will switch command display window as below:



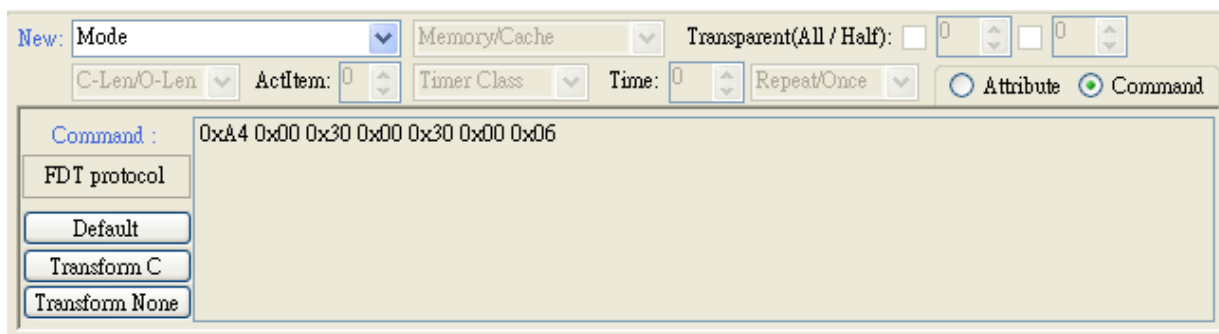
A. Smart Graphic Module communication format ◦

B. Default format ◦

C. C language format ◦

D. Normal communication format ◦

Click the picture to be transferred to communication data, display area will appear related information as below:



Note: Communication format explain as below, details of the instruction can refer to Graphic Uart Command manual

Note: If user already installed 'Command Pilot' who can extract required command from display window to 'Command Pilot' simulation.

Command	Data
1	N
0xA4	0x00 0x30 0x00 0x30 0x00 0x06



Smart Graphic Module

- A. Click "FDT protocol", this area will turn to yellow color and display area transfer to a complete communication format as below:

Name	Start Code	Data Length	Length checking Code	Command + data	checksum	Stop Code
Byte	1	1	1	n	1	1
code	0xF1	0x0A	0xFB	0xA4 0x00 0x30 0x00 0x30 0x00 0x06	0x05	0xF4

- B. Display area already switch to transform C mode, Click 'Default' can return to initial mode as below:

- C. Click "Transform C" display area will transfer to C language, format as below:



Smart Graphic Module

D. Click "Transform none" will transfer to pure instruction format as below:

The screenshot shows a software interface for configuring a Smart Graphic Module. The interface includes several dropdown menus and input fields at the top, and a large text area for commands below. The "Command" field is currently set to "A4 00 30 00 30 00 06". On the left side of the command area, there are buttons for "FDT protocol", "Default", "Transform C", and "Transform None". The "Transform None" button is highlighted, indicating it is the selected option.

Command : A4 00 30 00 30 00 06

FDT protocol

Default

Transform C

Transform None